

PRIMA'S OFFICIAL

STRATEGY GUIDE



EXPERT TIPS
FOR ONLINE PLAY!

PRIMA'S
STRATEGY
GUIDE
TO
GHOST
RECON



HOST RECON

SQUAD-BASED BATTLEFIELD COMBAT

THE GAME OF THE YEAR
NOW FOR XBOX AND XBOX LIVE!



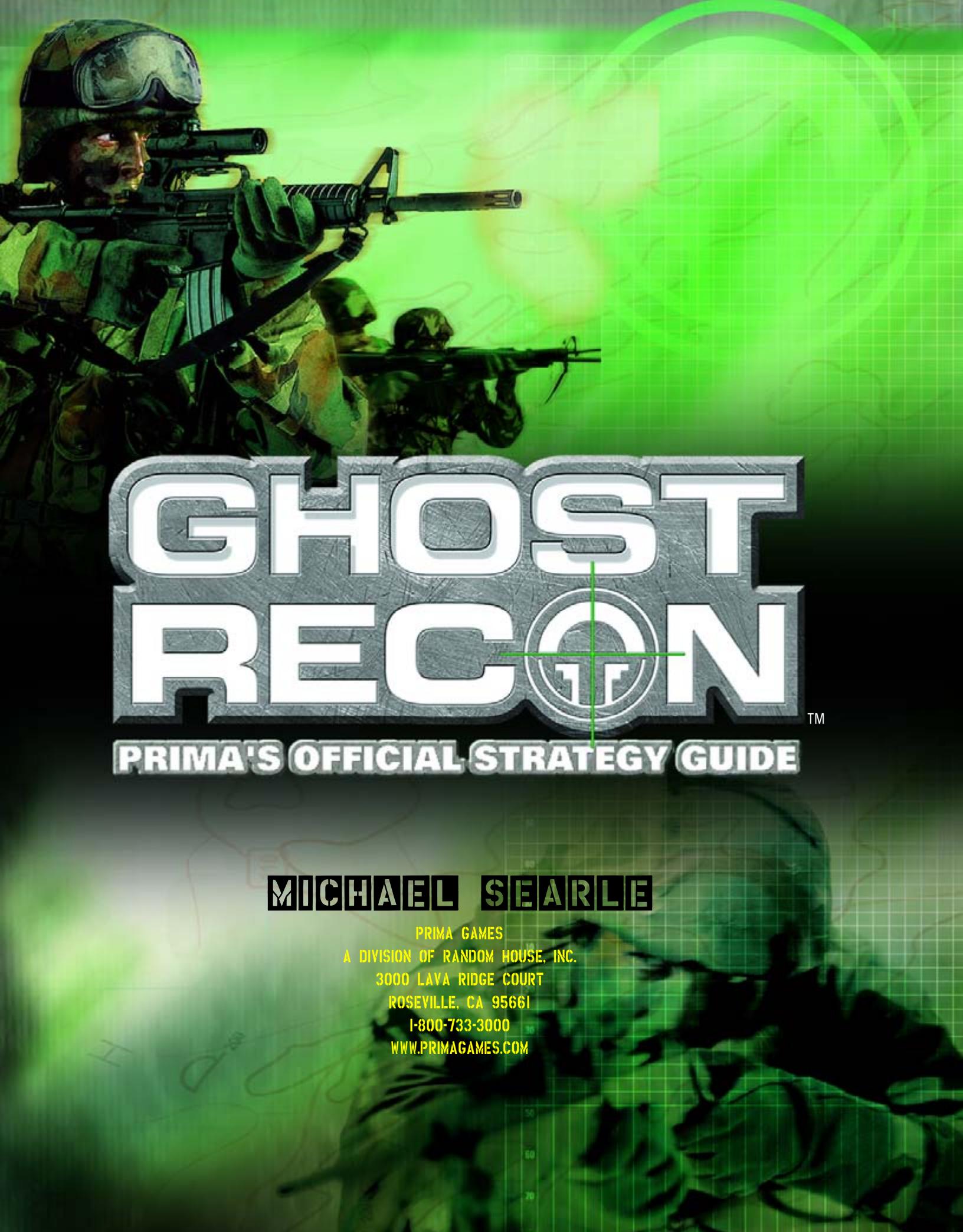
primagames.com®



Ubi Soft
ENTERTAINMENT
www.ubisoft.com

This game has received the
following rating from the ESRB





HOST RECON

TM

PRIMA'S OFFICIAL STRATEGY GUIDE

MICHAEL SEARLE

PRIMA GAMES
A DIVISION OF RANDOM HOUSE, INC.
3000 LAVA RIDGE COURT
ROSEVILLE, CA 95661
1-800-733-3000
WWW.PRIMAGAMES.COM



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2001-2004 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is a division of Random House, Inc.

Associate Product Manager: Jill Hinckley

Project Editor: Michelle Trujillo

Editorial Assistant: Matt Sumpter

©2002 Red Storm Entertainment. All Rights Reserved. Red Storm and Red Storm Entertainment are trademarks of Red Storm Entertainment in the US and/or other countries. Red Storm Entertainment, Inc. is an Ubi Soft Entertainment company. Tom Clancy's Ghost Recon is a trademark of Rubicon, Inc. under license to Ubi Soft Entertainment.

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB rating icons, "EC", "K-A", "E", "T", "M", "AO" and "RP" are copyrighted works and certification marks owned by the Entertainment Digital Software Association and the Entertainment Software Rating Board and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied or used in connection with any product that has not been rated by the ESRB. For information regarding whether a product has been rated by the ESRB, please call the ESRB at 1-800-771-3772 or visit www.esrb.org. For information regarding licensing issues, please call the ESA at (212) 223-8936. Please note that ESRB ratings only apply to the content of the game itself and does NOT apply to the content of this book.

Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-4081-4

Library of Congress Catalog Card Number: 2002113667



CONTENTS

LOCK AND LOAD	4
BASIC TRAINING	6
WEAPONS ACADEMY	12
FIELD TRAINING	16
MISSION 1: IRON DRAGON	23
MISSION 2: EAGER SMOKE	29
MISSION 3: STONE BELL	35
MISSION 4: BLACK NEEDLE	40
MISSION 5: GOLD MOUNTAIN	45
MISSION 6: WITCH FIRE	50
MISSION 7: PAPER ANGEL	55
MISSION 8: ZEBRA STRAW	60
MISSION 9: BLUE STORM	65
MISSION 10: FEVER CALM	70
MISSION 11: DREAM KNIFE	76
MISSION 12: IVORY HORN	81
MISSION 13: ARCTIC SUN	86
MISSION 14: WILLOW BOW	91
MISSION 15: WHITE RAZOR	96
MULTIPLAYER	101

LOCK AND LOAD



The Ghosts are trained to blend in with anything and are equipped with enough firepower to take out everything.

They are the Ghosts—unseen soldiers who move through the night, as silent as spirits, as deadly as a banshee's whisper. They are America's elite Special Forces team, sent to the world's political hotspots to keep the peace through whatever means possible. Against the *zing* of sniper fire or the *baboom* of tank artillery, the Ghosts risk life and limb for the greater good.

Become a member of America's elite Green Berets. You get shot at, but the pay's good.



And you're about to join them.

It's the year 2008, and an extremist group has seized power in Russia. The radicals are determined to restore communist Russia to its former glory, and they have the military might to make it happen. Without pretense, the new Russia invades Ukraine, Belarus, and Kazakhstan. The U.S.-backed N.A.T.O. responds with troops of its own.



War is on the horizon, and only the Ghosts can stop it.

Tension escalates. Casualties mount, and U.S. leaders choose the only alternative to all-out war—your team of Green Berets, the Ghosts. Your series of covert operations will decide the future of the entire region.



Set your sights on difficult missions and high-octane action.

No one knows their ranks. No one knows their names. When the Ghosts complete a mission, people never even know it happened. With war on the horizon and the world poised on the brink of extinction, they give us all a ghost of a chance.



Nothing is what it seems in Ghost Recon. An innocent farmhouse may hold a dozen terrorists.

MISSION BRIEFINGS

For those of you who want to keep bullet holes out of your fatigues, this book will get you through *almost* unscathed. Missions include a rescue of U.N. hostages from trigger-happy guards, a tank battle in front of a critical command headquarters, and even a gunfight through the streets of Moscow's Red Square. Of course, you have to live long enough to see them all.



Don't get distracted by the beautiful foliage—enemy soldiers lurk about.

Basic Training explains how to pick your team, Weapons Academy gives you the complete rundown on the game's weaponry, while Field Training instructs you on field training—everything you need to master missions, from coordinating movement to operating in complete stealth to employing insidious cheats. If you're already an expert and want to skip directly to the single-player mission briefings, flip to page 23 which details the game's first objective, Operation: Iron Dragon. Finally, fans of multiplayer shoot-ups should turn to Multiplayer and get the full skinny on team tactics and online scenarios.

Are you ready to join the world's elite fighting force?



You go on all sorts of missions, from a commando raid on a bridge to a dangerous incursion through city ruins.



BASIC TRAINING



You don't have an army to back you up. If this were a regular military tour of duty, you could depend on several thousand troops or maybe a division of M1A2 Abrams tanks and heavy air support to help with your objectives. Not with the Ghosts. You're stuck with two teams of three operatives each. You'd better choose the right men for the job, or you're unlikely to penetrate the local bingo night undetected, let alone a Russian command post.

PERSONNEL FILES

In *Ghost Recon*, each soldier has four skills: Weapon, Stealth, Endurance, and Leadership. After each successful mission, participating operatives each receive a combat point to increase a skill. Spend these wisely, or you'll end up with a sniper who can take two shots to the chest but can't sneak up on a guard enjoying a siesta.

Spend your combat points wisely so you can maximize your main skills.



RANKING THE STATS

The most important skill, since the name of the game is mowing down enemies, is Weapon. Weapon represents the soldier's accuracy with his gun, as well as how fast his reticle pips (crosshairs) close on a target. There's nothing more frustrating than picking off bad guys like Jesse James while your supporting teammates miss every shot, sending you on a one-way trip to the morgue. Equally annoying is when your soldier's crosshairs close slower than a rusted elevator door. Avoid this by spending combat points, whenever possible, on Weapon. A good rule of thumb is to spend two of every three combat points earned on the Weapon skill.



There's a difference in weapon accuracy. See how the rifleman's M16 reticle pips (left) don't close as tightly as a sniper's M24.

TIP

Spend two of every three combat points earned on your Weapon skill.

Next up is Stealth, which represents your skill at moving quietly and, therefore, how close you can get to an enemy without being detected. You always want to surprise your enemies, especially if you can get off several rounds before they can return fire, so stealth is a must. Avoid soldiers with a Stealth of one—the lowest Stealth number for a fireteam brings down the entire team's ability to sneak up on an enemy. But if you have to take someone low in Stealth, spend the points early to bring him up to an acceptable two or three.



With a high Stealth, you can sneak up on an enemy and pick him off while he's tying his shoe. A low Stealth means patrols will spot you a mile away.

A high Leadership can be critical, though only one of your soldiers has to concentrate on it. For every three points, Leadership increases all other soldiers' skills by one. It's superimportant since it affects everyone in the platoon. However, only pump up one of your guys since the game checks the highest Leadership in the platoon and designates that soldier as the leader. The effect isn't cumulative, so having two operatives with a high Leadership is a waste, unless you want one as a backup in case the other kicks the bucket.



One good platoon leader increases the stats of all the soldiers around him.

Endurance signifies the ability to withstand physical damage. A single shot takes out low-Endurance guys, but a soldier with an Endurance of eight can take a couple of wounds. Endurance is the least important stat for two big reasons. First, missions are based on stealth; you should avoid heavy-duty firefights. Second, you can always restart a mission or return to a previously saved position if one of your men takes a bullet.

Without a high Endurance, the ability to sustain injury, you'll end up like this guy.



NOT ALL RECRUITS ARE THE SAME

Soldiers start with different skill points, from four to eight, and it's not random. Pay attention to the new recruits' names, and you'll see some are better than others. For example, Vincent Cortez and Maurice Osborne have eight points (two in all four categories), while Tim Knight and Clark Hebert only have four points (one in each category). Obviously, for the best fighting chance, you want a platoon full of eight-point operatives. Unfortunately, that's not possible; there just aren't enough high-stat studs to go around. A soldier like Chien Tang is perfectly acceptable with six skill points, especially since his Weapon and Stealth numbers are two apiece.



Always use the soldiers with better stats. Would you rather have Robbie Chukitus with ones in all his skills or Mike Spano with seven combat points?

To improve your chances of a killer squad, try this trick. Look at your recruits, and if you're not happy with the result, simply restart the campaign. Each restart spawns new recruits, so you can keep going till you find the platoon you like.

TIP

If you're not happy with your platoon's beginning stats, restart the campaign and get a whole new set of recruits to choose from.

Don't worry too much if you can't find the ultimate set of six soldiers. As you complete missions, the game unlocks twelve different specialists (one after each of the first twelve missions) who you can add to your teams. These specialists come ready to go with high stats and special weapons, so include them in the mix if you need their skills, replacing one soldier for another.



Complete the first mission, Iron Dragon, to unlock Will Jacobs, a born leader.

THE ALPHA/BRAVO TAG TEAM

During platoon setup, you have two fireteams: Alpha and Bravo. Every mission in *Ghost Recon* can be accomplished with just two teams. During times of particularly hairy gunfire, it's difficult to switch between characters and not end up like Swiss cheese. Plus, this guide's combat tactics rely on two teams working in tandem.

The following combat lessons rely on two fireteams, not three.



That said, the first slot of both Alpha and Bravo should be filled with a rifleman. When you're moving a fireteam on a mission, your rifleman will most likely engage the enemy first. If someone has to shoot from close to medium range, it should be your rifleman and his M16. A support soldier might get big casualties, but he'll also take a slug just as quickly, and a sniper's reload is just too slow for rapid-fire kills. In a quick fight, the rifleman has the best chance of survival.



The rifleman has the best chance of survival in a close firefight.

Most of the time, either your Alpha or Bravo rifleman will also be your leader. Snipers need to raise their Weapon and Stealth skills faster since they're the ones crawling amidst the enemy patrols. Support and demolitions soldiers aren't guaranteed to come on every mission. That leaves riflemen with a few extra combat points to spend on Leadership.



Support soldiers don't go on every mission. They tend to slow you down and make for big targets when they start unloading.



The second slot in both Alpha and Bravo teams should be filled according to the needs of the mission. You should always take at least one demolitions expert on every mission. There's always something to blow up, even if it's not scheduled in the mission. You might not need to plant a demo charge on a downed F18, but you can always aim a M136 rocket launcher at a group of hostiles and inflict heavy damage.



You should take at least one demo expert on each mission. If you run into any tanks, you'll be glad you did.

If you fill the second slot in your Alpha team with a demolitions expert, consider your play style before filling the second slot in your Bravo team. If you're expecting heavy resistance and lots of firefights, bring along a support guy. Otherwise, they tend to be a bit trigger-happy and open up on anything that moves. That can prove troublesome and makes your whole fireteam a target. Usually, a third rifleman works better. He can give you some additional firepower with a quicker trigger and more mobility. Another option is a second demolitions soldier. Planning for the future is always good, and bringing two demo guys increases their combat value so they're ready for the tougher missions.



Support or another rifleman? You make the call, depending on whether you need additional firepower or a better all-around soldier.



The third slot in each fireteam is all about the sniper, the most important soldier in the game. This book's combat strategies constantly utilize the sniper's long-range scope for surveillance and mission planning. Snipers sit in the rear mostly for protection. They aren't that effective in firefights, so your riflemen and support should be up closer in case of a sudden attack. Plus, when a fireteam is hunkered down, the sniper has the best range and can hit a target from the back position. Even though the sniper sits third, you'll find yourself controlling him more than any other in the unit.

Snipers are your best shots and your long-range vision.



TO FRAG OR NOT TO FRAG?

Okay, you have a solid team, but do you have the right weapons for them? If you let the game choose for you—never a good idea—your demolitions expert will end up with a charge he can't use, and your sniper will carry a pistol he'll never fire. Better to examine all the kits and pick the best weapon match-up.



CAUTION

Don't bring along dead weight on missions. Remember, you want your important soldiers to earn extra combat points, so two snipers are a must.



Don't get stuck with the wrong equipment. A rifleman should never take a pair of binoculars over an M203 grenade launcher.



CAUTION

Never auto assign your platoon. The computer doesn't look at stats wisely, and you may end up with a four-point loser in a critical slot.

Start with the rifleman. Kit #2 gives you an M16 with binoculars. However, since the sniper's scope doubles as "binoculars" for scouting out enemy locations, this kit is out. Kit #4 isn't much better; it provides extra ammo, which is actually useless. Kit #3 has the M9SD and a pistol with a silencer, which backs up the M16. Certain situations may call for a quiet kill instead of the barrage of an assault rifle, but that's best left to the snipers. The correct choice is kit #1. You want the M16 with built-in M203 grenade launcher. Nothing clears out a building faster than a well-placed frag.



A silencer doesn't befit a demo expert. Try a demo charge or a rocket launcher instead.

The demolitions expert doesn't want kit #4. A silencer doesn't befit a guy who wants to blow things up. You could opt for kit #3 with an M4/frag combination—if, for example, you know it's an indoor mission—but why stop there when you have heavy weaponry at your disposal. Kit #1 is the choice on missions where you need a demo charge. Other than that, there's no reason to pass on kit #2 with its lethal M136 rocket launcher.



ENDLESS POSSIBILITIES

Experiment with your two teams until you like what you see. Once you get good at lobbing grenades around, you might want to load up on a ton of them and barrage the enemy. Same goes for support soldiers and their heavy artillery. It's possible to go in guns blazing and obliterate the enemy.

But that's the hard way.

The approach to take with your squad is stealth. You don't want the big support dude unloading while your sniper's climbing into position. You also don't want a single grenade discharge to clue the surrounding enemy in on your position. With two teams equipped as previously suggested, you will have the best chance to minimize casualties to yourself and the hostages you're out to save.



Support troops carry the big gun and burn through ammo. You either take extra ammo or frags when the gun's empty.



Support benefits from the extra ammo in kit #1. A support soldier doesn't need a silencer (kit #4). Binoculars don't do much either (kit #3), and only kit #2 with its frags offers up an alternative if you think your ammo can last.

Kits #2 and #4 are the best options for the sniper. The M9 pistol never becomes a factor, so skip kit #1. Same with kit #3 and its extra ammo. Kit #4 gives the sniper some much-needed muscle in tight with its six frags—definitely the right choice if the enemy looks overwhelming. Usually, though, utilize the silent killing power of the sniper. Sneak up on an enemy and use kit #2's M9SD to take him out. Don't underestimate its effectiveness when your sniper needs to take out a single guard in order to get in a better position to take out several more hostiles.



The sniper has two good backup weapons: frags against lots of enemies or the M9SD for its silent killing power.

WEAPONS ACADEMY

All guns are the same, right? Just pull the trigger and they fire. Well, not exactly. Some weapons fire faster, some have longer range, and some aren't worth the metal they're made of. Can you kill an enemy with a Claymore? Is the M16/M203 the best weapon in the game? Will the M136 antitank rocket singe your pants if you're not careful? The following is an analysis of all of the *Ghost Recon* weapons.



Not all guns are created equally. Experiment to find the ones that work best for you.

PISTOLS AND HANDHELDS

When your platoon is armed with rifles, it's better to take extra ammo than a pistol. In a firefight, you don't have time to switch to a pistol. Even if you did, a pistol's short range can't compete with the enemy's weaponry. In other words, avoid the M9 pistol at all costs. As discussed in "Basic Training," however, the M9SD with its silencer can be an effective weapon for a sniper sneaking in for a silent hit.



Avoid the M9 pistol at all costs. However, the M9SD with a silencer can help on stealth kills.



There are more choices for the handhelds. The M18 Claymore, an antipersonnel mine meant to shred those closest to it, uses a detonator. So think of it as a fragmentation grenade you plant and trigger whenever you want. The Claymore works best when you want to set up a defensive perimeter, say, to seal your escape route back to the extraction zone. The problem lies in the time it takes to drop the Claymore in the correct spot, retreat far enough not to be hit by the explosion, then detonate when the enemy is near enough to take casualties. That's a lot of time to do something with the same basic effect as a fragmentation grenade. Unless you have an elaborate plan to secretly take out a lot of enemies at once from afar, stick to frag grenades.



Claymores take too long to set up. You're better off filling your kit with a better backup weapon.

In "Basic Training," you learned how binoculars are inferior to a sniper's built-in telescopic sight. It's the same with the AN/GSQ-187 Sensor. You plant a sensor and it acts like a remote invisible sentry, detecting enemy infantry and vehicle movement. Most of the time, a well-placed, hidden soldier works better. Sure, a sensor provides great reconnaissance in an area you visited, then vacated. However, you must give up your second weapon slot for the privilege. It's seldom worth it to forgo a rifleman's grenade launcher for some spotty extra recon.

Don't worry about spotting extra enemies with sensors; your sniper can do that. Carry some extra firepower instead, like a couple of destructive frags.



TIP

When in doubt, take a frag as your backup weapon. Its 8 meter explosion clears out enemy groups the best.

TIP

The longer your shot with the grenade launcher, the higher you must aim. The frag can reach up to 400 meters, but only if you shoot high enough overhead that it arcs right on target.

There are two absolutes for handheld equipment. First, you can't leave home without the M2 Demolitions Charge on missions that require blowing up a target. Second, the M67 Hand Grenade (or "frag") should be your default second weapon. With its explosion potential of up to 8 meters, it's the best weapon for clearing an enemy group—that is, as long as you don't get caught in the blast.

ASSAULT RIFLES AND CARBINES



The demo expert's basic weapon, the M4 Carbine, isn't as formidable as the rifleman's M16, but it can handle combat well.



Learn how your basic weapons—the M4, M16, and M24—fire because they're with you the entire game. The M4, designated to your demo expert, is a scaled-down version of the rifleman's M16. Not to worry, though; you don't want your demolitions soldier involved in many firefights anyway.



The M203 Grenade Launcher can reach enemies 400 meters away.

Your riflemen are usually in the thick of things, and that's why they carry the M16. The semiautomatic M16 shoots through 30-round magazines, and each rifleman carries 10 clips. You seldom burn through that much ammo, but just in case, you've got the M203 Grenade Launcher attached. With a range of 400 meters, your five grenades should make mincemeat out of the competition. The combination is the strongest of the beginner weapons.

The sight on a M24, a sniper's assassination rifle, can zoom in on the enemy at 10 times magnification.



The majority of your field time is spent cradling the sniper's M24 Bolt-action Rifle or one of its cousins. Its 10x-power telescopic sight performs terrific recon and surprise assaults; however, the rifle's downsides include a slow reload and a meager six shots per clip. Despite the limited firepower, with practice, you'll be taking out multiple targets before they've even fired a shot.





The all-around most powerful weapon in the game, the OICW, has a built-in semiautomatic grenade launcher.

Other more powerful weapons arrive on later missions. Your specialists come armed with some top choices—like Will Jacobs's OICW, which you gain after unlocking the first mission. The OICW, or Objective Individual Combat Weapon, consists of an assault rifle and a semiautomatic grenade launcher. Its mass damage capabilities make it the weapon of choice in *Ghost Recon*. Both the L96A1 and SVD carry 10 rounds per clip—though the L96A1 is a single-shot rifle and the SVD is a semiautomatic. If you gain an M82A1, make sure a soldier with high Endurance skill wields it. The game's heaviest weapon, the M82A1, stands 1.5 meters tall and can take out lightly armored vehicles.

The L96A1 is a sniper rifle upgrade.



MACHINE GUNS AND ANTITANK WEAPONRY

Your beginning support troops come equipped with the M249 SAW. Firing off 200 rounds per clip might sound like a lot, but not the way this big gun rips through lead. The M249 and its sister machine guns are the best for laying down cover fire into the enemy flanks and dishing out serious damage in a heavy firefight.



Support's M249 is no mounted machine gun, but it's the closest you'll come to one in a handheld weapon.



CAUTION

Watch out for walls. When firing the M136, make sure you step away from the obstacle in front of you, or you'll eat hot rocket fuel.

There's only one antitank weapon, the M136, which fires 84mm, high-penetration antitank rockets capable of destroying armor 600 millimeters thick. Say goodbye to that enemy battle tank, but be careful where you point the thing. The M136 can't be fired from a prone position, which means you're an easier target while standing to discharge it. Also, it always fires from your right shoulder. When peering around a corner with your left shoulder, make sure you step out and away from the obstacle to fire the M136, or you'll catch a face full of rocket fuel.



Demo's M136 Rocket Launcher goes up against tanks and comes out a winner.



The SA-80, MP5, and MP5-SD aren't beginner's weapons. Your specialists bring them to the game after you unlock them.



HIDDEN WEAPONS

As you unlock hidden soldiers throughout your campaign, you'll have a great time experimenting with each person's new toy. An SA-80 Carbine packs a punch, while the small MP5 Submachine Gun can go fully automatic. One of the coolest weapons in *Ghost Recon*, the MP5-SD, fires subsonic rounds and wipes out targets on full auto without a sound. You'll be a full-fledged military historian by mission 15.



FIELD TRAINING



You're ready for combat after learning the techniques in this section.

You've got your men.

You've got your weapons. Now all you need is experience. This crash-course training session gives you the ins and outs of combat in the field, whether you're on a night mission, scouting for snipers in city streets, or diving for cover under fire. After you've absorbed this information, you're ready for your first mission.

BATTLE PREPARATIONS

You're not in the field yet. Before you jump hastily into a mission, you must remember a few things that don't rely on how fast you can press the trigger button. Here are some premission tips to get you ready for battle.

Don't end up like this bad guy. Work with your two teams, Alpha and Bravo, to stay alive.



TWO TEAMS

As mentioned in "Basic Training," you want two teams. Let Alpha and Bravo work in tandem. Once you get to "Movement" (later in this section), you'll see how the fireteams work to engage the enemy in a crossfire. Again, make sure the two fireteams run at least two snipers, two riflemen, and a demolitions expert.

One team doesn't cut it. You need the balance of two teams to be successful.



DON'T KEEP THE BRIEFING BRIEF

Pay attention during the mission briefing. First, it spells out your tasks on the mission, which is your top priority. It also gives you clues about the type of resistance you'll face, as well as possible nasty surprises. For example, say you're deep in a mission without a demo soldier and his trusty M136. If you stumble across a tank, you're toast. Your men don't have the weaponry to deal with an armored vehicle without demolitions. You also shouldn't forget a demo charge on a mission with a demolitions target; otherwise, you will forfeit the mission objective or reward. Study your briefing to be better prepared for the task ahead.



Pay attention during the mission briefing. It can provide valuable clues to defeating your obstacles.

SAVED BY A KEYSTROKE

Ghost Recon can make you paranoid. If it's not the crunch of leaves right next to you, it's a guard who suddenly appears out of the trees. You can become incredibly frustrated if you don't "paranoid save" often. You should save after every major firefight. If you get killed after that point without saving, you will have to repeat the battle.

No one should die in your team either. Some fans like to play "Iron Man" *Ghost Recon*, where there are no saves and if a soldier dies, a soldier dies. The game's hard enough without this added pressure. Once you become an expert, you can play "Iron Man." Until then, stick to saving so you can keep your team members alive and earning combat points each mission.

Beware of friendly fire. Never position one soldier directly in front of another.



MOVEMENT

Most people think shooting is the key to a game like *Ghost Recon*. It's not. Stealthy movement and tactics keep you alive. It helps to kill the enemy in a single shot, but if you aren't in the proper position, the return fire can cut you to ribbons. Your missions will be much more successful if you move and deploy according to these guidelines.

THE CROSSFIRE



Set up a crossfire and one of your men will always have a free blindside shot at the enemy.

The idea here is to move one team a short distance, then have the first team cover the second team as it moves. As you work toward your objective, the teams flank out around the enemy. If one team runs into a group of hostiles, it doesn't have to fight alone. In fact, the other team should surprise the hostiles and take them down before they have a chance to mow down the vulnerable team. Remember, when setting waypoints on the map, select a fireteam's arc of fire by holding down \diamond . A team's arc of fire should always be straight ahead or aimed in front of the second team's planned location.

TIP

Flanking your enemies assaults them with gunfire from two different directions. Even a fortified position can't hold long.

Switch to night vision to see in the dark.



Here's an example on how to work together. Team Alpha wants to move into a cave entrance, but it's dark, and line of sight is nearly impossible to establish from the team's current position. If enemies are inside, they could be hidden in a crevice ready to blow someone's brains out. Move team Bravo into the trees nearby with an arc of fire into the cave. When team Alpha gives up its secured position and charges into the cave, Bravo has first shots at anyone foolish enough to pop up. There are no guarantees in dangerous situations like this, but getting the first shots often makes the difference.



Use your sniper's telescopic sight to spot the enemy before he spots you.

Ideally, you spot the bad guys before they spot you and move into position. Team Alpha takes a position in cover near enough to draw an arc of fire on the unsuspecting enemies. Team Bravo does the same thing from the opposite side. One team opens up, and if any enemies survive the initial barrage, their attention is fixed on the first team. They don't have a chance against the wave of bullets hitting them from their unprotected side.

SNIPER TIME

The sniper's more than a really good shot. Each of your fireteams use the sniper's telescopic sight for recon.



A sniper's rifle does more than shoot. It can also aid you in dodging fights you don't want to start.

Before you move a team's position, scout the surrounding area with the sniper. Move carefully until you spot an enemy at long range. Identify all the enemies in the area using both team's snipers, then plan a route that can flank the nearest ones without danger from return fire. If you can't engage an enemy without exposing your backs to other enemies, then use your sniper to pick off as many targets as possible, and relocate to attack from a different angle.

TIP

A sniper's telescopic sight is 10 times better than your normal vision. Add his long-range accuracy, and the sniper becomes the most important soldier in your fireteam.

For example, say you want to take a ridge guarded by a fortified machine gun post atop the rocky cliffs. If you were to charge up the slope, guns blazing, the machine gunner would probably bury you before you got halfway up the hill. Instead, try zooming in with the sniper's scope and monitoring the post for a few minutes. First, you notice two guards up there; more importantly, you discover that the machine gunner leaves his weapon every so often to take a stroll. Time the raid for when the gunner next leaves, and have your sniper take out the second guard. With your second team charging up the hill, keep your sniper focused on the machine gun. You can't let that be manned or your friends are doomed. The second someone grabs the machine gun, pick him off. A little luck will have you unscathed and inside the post in no time.



To avoid an unhealthy situation like this, let your sniper do the driving.

CRUCHING SOLDIER, HIDDEN ENEMY

This is not a racing game. Speed through *Ghost Recon* and you'll alert every enemy unit and have a losing gunfight on your hands. You need to move slowly, using your snipers to note every enemy location and scout out the best spots to move under cover.



Never stand on a mission. Always crouch or crawl while moving to a destination.

Never stand during a mission. You still move quickly in the crouch position, and it increases your defense. Work your way from tree to rock, vehicle to building, as you search out your objectives. When you let the computer A.I. plan a route for your alternate team, always double-check to make sure the team is hidden in the best cover in the area. The enemies in this game aren't stupid; they don't stand around in one spot. A patrol might wander into your position, and cover gives you the edge.



Use the cover provided on every mission, from trees in the forests to cars in the city streets.

CHEATING

No, not cheat codes—the legitimate way to "cheat" on a mission is to hug the map's border. The mission boundaries are not endless, so you can skirt along one edge and gain the luxury of knowing an enemy cannot attack from that side. It's possible to travel deep into enemy territory this way and not meet a single hostile. The map border also provides a good retreat point. For those times when you're under heavy enemy fire, unsure of where the shots are coming from, beating it back to a border can give you a new launch point to redeploy.



"Cheat" and run the map borders to avoid enemies.

NIGHT MISSIONS

Nighttime is your best friend. While the enemy has its normal peepers that have trouble seeing very far in the dark, you can toggle on night vision and attack like an owl after a field mouse. Night missions allow you to move more quickly and usually give you the element of surprise. You can get a little closer than you normally would to assault an enemy location, thus increasing your accuracy and kill rate. Don't forget night vision on a day mission, either. Rather than stab around in the dark, flip on your infrared goggles inside a particularly gloomy building or underground parking garage.

Without night vision, you're dead in the dark.



ENGAGING THE ENEMY

It's the reason you've been called to this assignment—field combat. You've mastered the art of movement and learned the value of smart reconnaissance. Now it's time to engage the enemy. Under fire, you only have a split second to make the right call. Memorize these safety rules or carry along a body bag, your choice.



Under fire, you want all your actions to be natural. Memorize the combat tactics in this section, and you'll be faster than the enemy.

HIT THE DECK

The single most important rule in combat is when you see your threat indicator turn red, go prone. This makes you a harder target to hit and increases your accuracy, since you can steady your weapon on the ground. From a prone position, search for enemies and line up your sights before they spot you. If you're in a vulnerable position—say, in the middle of an open field—crawl to the nearest piece of cover, then begin your enemy scan. For prolonged sniper reconnaissance, always stay prone to cut down on patrols spotting you.



Your best defensive bonus comes from lying prone.

TIP

If the threat indicator goes red, you go prone.

PEEKABOO

You've already learned to cover your butt at every chance. There's just no reason to stay out in the open. Better still, you should master the art of peeking—leaning around a corner to see what's there without exposing your whole body. You can even shoot around corners—just peek until your reticle pips have the enemy in sight. It takes practice, but peeking almost always takes hostiles by surprise.

Peeking around corners allows you to shoot without exposing your whole body.



CONTROLLED FIRE

Avoid using full auto except in extreme situations where the enemy is overwhelming you. You can still get a high rate of fire by rapidly clicking the trigger button, and you maintain accuracy while using single shots. This goes double for support troops with their machine guns. When controlling a support soldier, fire in bursts of two or three seconds. Then, reacquire a new target or the same one if he's not dead yet.



Practice your rates of fire on the training camp dummies.

FRAGFEST

When in doubt, take a frag as your extra weapon. It takes time to learn how to throw a grenade to hit the proper spot, but it's well worth the investment. Heaving a frag into an enemy-occupied building can clear a room quickly. Don't forget your rifleman's M203 Grenade Launcher either. If enemy snipers pop up in bunkers, doorways, or windows, the best way to cork them and any other hostiles inside is to shoot off a frag. Of course, you've got to throw the thing right. Watch out for nearby obstacles, and whatever you do, don't throw it short—hold the trigger button for a few seconds for maximum distance.

Hold the trigger button for a few seconds to launch a grenade the maximum distance.



MEMORIZE YOUR SQUAD

Before you take your first step, memorize the order of your teams. You can cycle through the soldiers with \blacktriangleleft , starting with the first member of Alpha and ending with the third member of Bravo (it wraps around if you keep going). Under pressure, you should flip to exactly the guy you need, so remember who you are at all times and how many touches it takes to get that support guy when you need the heavy artillery.



Do you need the sniper or demolitions? Make sure you know the order of your teams so you can toggle to the right guy quickly.

TIP

Don't be a hero. If an enemy has Alpha pinned down, take cover and bring Bravo in from a different angle to deal with the threat.

PINNED DOWN

A bullet whizzes by your head—a second, a third. You can't figure out where the enemy is. After dropping prone, what do you do?

If the other men in your team aren't firing back, they can't see the hostile either. At this point, you don't want to get in a prolonged shootout. It will end up with you or someone else in the team biting it.



The enemy is using real bullets. If they can do this to a wall, think what they'll do to you if you get caught unprepared.

Take the best cover possible and switch teams. If Alpha is pinned down, toggle to a team member in Bravo and quickly identify the enemy's position. Most likely, the enemy is fully intent on putting holes in your Alpha team members. While he's occupied, move in quickly and unload with all of Bravo's weaponry. Once your threat indicator goes blue, switch back to an Alpha member and carry on.



Drop prone when the threat indicator goes red. You can rise again when it's back to blue and the enemy is gone.



THE MAP

Think of the map as your second team. You're in control of one team, and the computer controls the other from the commands you input on the map. Practice setting waypoints, adjusting arcs of fire, and reading the map symbols—and keep in mind the following tips.

TAKE CHARGE

The computer isn't a bad ally, but you're a bit smarter. Take charge of the key team whenever possible, whether it's finding good cover, engaging the enemy guard post, or running across open territory. Don't send an A.I. team into a nest full of enemies and expect to clear it out. If you operate this way, you'll end up with too many casualties. The secondary team works great at covering your advance and defending a position.



Take charge of the primary fireteam on any given task.

CLEAR THE EXTRACTION ZONE

Your first priority on a mission is to clear out the extraction zone if it's near the insertion zone. Obviously, you don't want to be moving into an ambush first thing off the chopper. More importantly, though, you want the zone enemy-free for the return trip. If you have to vamoose in a hurry, you don't want enemies chasing you into other enemies. Dying a few steps away from the finish line can be a little frustrating.

Clear out the extraction zone so you don't get sandwiched by enemies on your return trip.



RED SOLDIERS

It's impossible to see through all your soldiers' eyes at once—or is it? Sometimes enemies are shooting at you, and you have no idea where the bullets are coming from. If a team member spots the enemy, he'll shoot—most of the time. Sometimes a pinned-down team member spots an enemy and can't return fire. If you have a spare second, toggle on the map and scan for a red X in the area—that's your unseen foe.



An enemy's position is designated with a red X on the command map.

BONUS POINTS

On some levels, you might be too competent for your own good. If you kill all the enemies on a mission and do not have the equipment to complete a bonus objective, the mission will end, and you won't earn the extra credit. To avoid this, you can carry out the bonus objective *before* you finish the primary and secondary objectives. Or you can be sure to have the equipment necessary to complete the bonus mission before you kill all of the enemies on the map. For example, if on Mission 06 you kill everyone and still have an M136, you will be able to complete the bonus objective of destroying the SAM, and this will unlock the specialist.



If the special objective is destroying enemy tanks, it might be a good idea to deal with them first.

*Should you
eliminate all the
enemies on the map,
the mission will end
before you complete*



INFORMATION OVERLOAD

Your head should be swimming with information at this point. Good. You don't have to master everything at once. Run through a mission or two following these tips, and eventually movement, surveillance, and combat will become second nature.



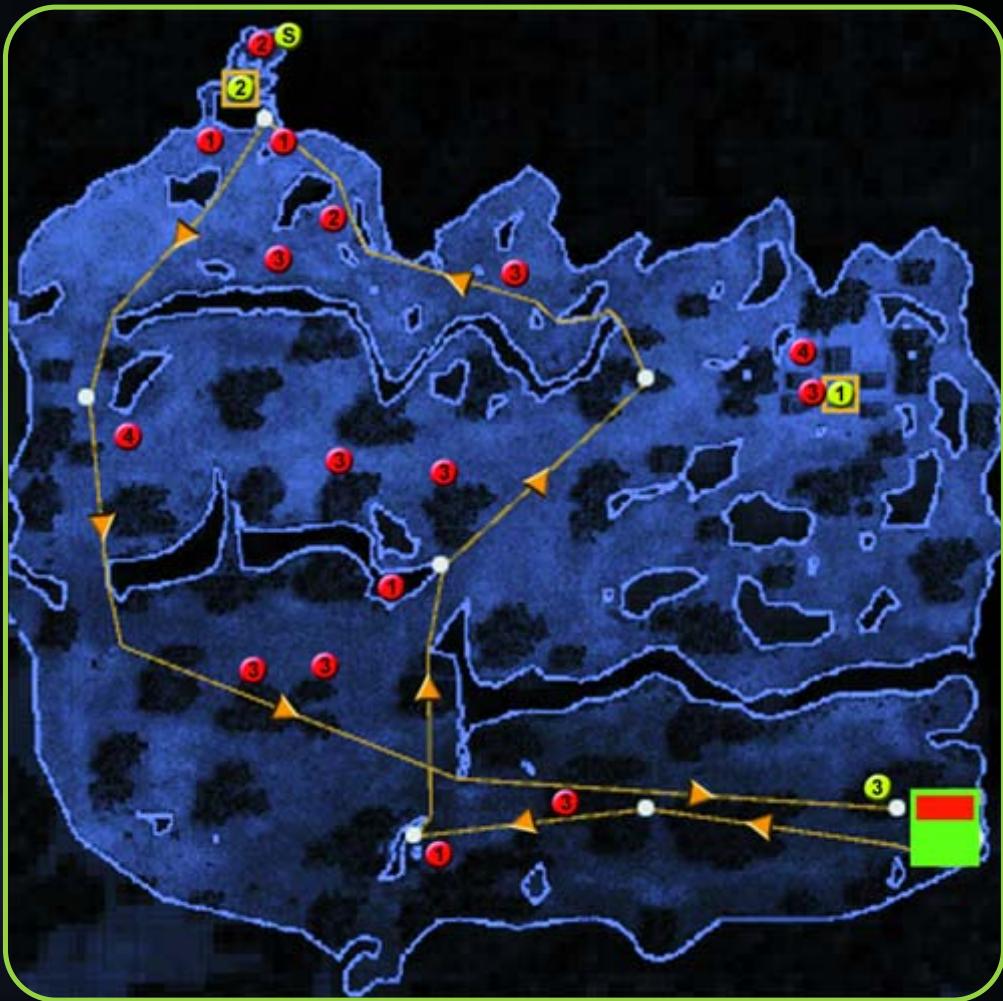
Meet the challenge of any obstacle in this game with stealthy tactics, and you will come out on top.





MISSION 1: IRON DRAGON

Your first mission isn't a cake walk. The map is very large, with enemies spread out all over the place. Your goal might be to capture the rebel general, Bakur Papashvili, but first you have to live through his machine guns, snipers, and grenades.



LEGEND

- ① Number of Enemies At Location
- ① Objective Number
- Stop Points
- Extraction Zone
- Insertion Zone

MISSION CONDITIONS

Mission Name: M01 Iron Dragon

Location: South Ossetian Autonomous Region

Date: 04/16/08

Time: 05:45

Weather: Clear

Item Requirements: None

Hidden Soldier: Will Jacobs (Weapon 4, Stealth 2, Endurance 2, Leadership 4, armed with an OICW/GL)

OBJECTIVES

1. Neutralize tent camp
2. Secure the caves
3. Reach extraction zone

X. Capture Papashvili (unlocks the hidden soldier for next mission)

PARK PLACE

Before you start, get your two teams in order. You want to command a team with a sniper, since he's your eyes for recon. If you take a support soldier, make sure he's in the second team. Your team is the quick, stealthy attack force; the second team hosts the larger firepower. Also, with every mission, cycle through your guys and familiarize yourself with the platoon order so you can reach any one of your operatives quickly. As you do so, toggle to the weapon you want each to use in combat.



TIP
The first enemy patrol lies in the trees over the first hill.



TIP
On veteran difficulty, there are 40 enemies on every Ghost Recon mission. Even a rough count will give you an idea of the resistance left on the map.

Take your team over the first hill. You see a thicket of trees down the hill and directly ahead of you. Your first enemy patrol lies in wait inside that tree patch. Drop your sniper to the ground and use the telescopic sight to search them out. With some patience, you can find them before they find you.



At this point, your sniper can take one out. If you're good enough, your sniper might take out two, or even all three. The three guards aren't armed with anything special, so your team of three should make quick work of them. It's the first encounter—they're taking it easy on you.



Don't expose yourself until after you've taken out the lone machine gunner near the bunker.

BUNKER HILL

Continue west until your sniper spots the bunker. Keep the foliage in front of you. If you make a mistake and wander into the open field in front of the bunker, you might be toast. There's a lone machine gunner patrolling the area. Again, use your sniper to get a bead on him. Take him out before he has a chance to throw lead into your flimsy bushes.

TIP
Try to draw out the enemy at the top of the hill near the bunker. If you don't, expect a heavy firefight in the woods.



So far, so good, but it's about to get ugly. To your right, up on the hill, you should be able to spot another enemy patrol. This one sports three guards, one carrying a machine gun. The catch? You're not just fighting one patrol. A second patrol farther west reinforces the moment you start firing on the first patrol. In essence, you need to kill six enemies and deal with two machine guns.

CAUTION

The enemies around the bunker are not afraid to toss grenades on your unsuspecting head. Pick them off before they have time to get fancy.

After you've dealt with the threat in this area, move Alpha into the cover of the bunker and ready the next phase of your attack.



What's the best course of attack? Try waiting till you can spot their silhouettes at the top of the hill. If you have team Bravo strategically placed to unload on the hill—but not too close—use your sniper to assassinate one enemy and draw the others into a fight. The bunker might look like a place of refuge and good cover, but Papashvili's guards are wise to that trick and frequently lob grenades from the woods above. Fan out in the woods at the bottom of the hill. If you shoot at the guards, they will eventually come down the hill looking for you.



Believe it or not, the eastern mountain pass is easier than the west.

This is one of the toughest shootouts on the map, so don't be afraid to rattle off some grenades from a rifleman's M203. Since it's early in the mission and not a major chore to restart, you might try Alpha and Bravo in different setups to effectively take down the enemy.

SNIPER'S NEST

One of the most difficult shots in the game, you must eliminate the enemy sniper on a ledge before moving to the mountain pass.



Now you want the bunker. Cross the open field quickly and come up on the bunker's left side. Crawl under the bunker and come out on the other side with your sniper. You should be on a small hill looking across the open fields at a big cliff in the distance. Unfortunately, there's a sniper's nest, and the guy can see all the way down the valley to your little bunker here. He can easily kill your entire squad if you try to cross the mountain pass he's guarding.

CAUTION

Don't cross the open field to the eastern pass unless you've eliminated the enemy sniper on the cliff.

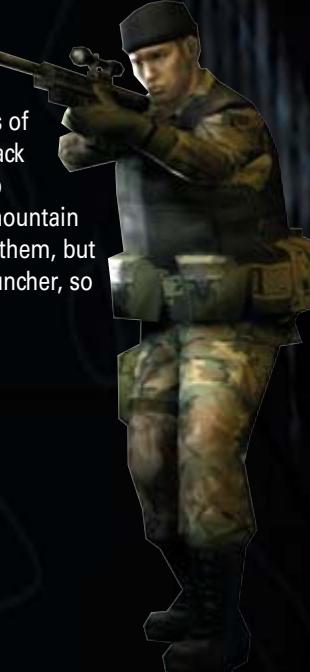
Instead, it's time to test your aim. You can barely see the sniper, so wait and watch for movement above the sandbags. It's best to hit him with the first shot. If not, the enemy sniper has a tendency to hide and zing lead down on your troops. Once he's dead, you're free to cross to the eastern mountain pass.

After the sniper's out of commission, the eastern mountain pass won't be any trouble—until you get to the top.



PASS WORD

The eastern mountain pass can't be taken lightly. Patrolling the plateau above are two teams of three guards each. They move back and forth between the tent camp (objective #1) and the western mountain pass. You might get the drop on them, but each squad carries a grenade launcher, so be prepared for some shelling.





On top of the eastern pass, two enemy teams patrol the plateau. Unless you strike fast, it won't be an easy fight.



Creep over the pass's rise carefully. If a patrol happens to stroll by, it will barrage you mercilessly. Set your sights through the trees to your left; the patrols usually show up there, hidden behind bark and leaves. If you have a clear shot with a rifleman, arc a grenade into their midst and hope for maximum impact, though it's a tough shot through all the trees. Follow with a crossfire between Alpha and Bravo, then prepare for the next group of three.

POP TENT

Next, you travel northeast toward the tent camp (objective #1). Since you've removed the threat of wandering patrols, you can get fairly close to the small tent village. Crouch in slowly, and when your sniper can spot the building that looks like an outhouse or the markings on the tents themselves, have all your men drop to a crawl.



Inch in close to the tent encampment, and your sniper should do some damage.

Four guards move around the surrounding areas of the tents. Three guards mill about the campgrounds, one armed with a machine gun and another with a grenade launcher. Draw a bead on the camp itself; your sniper can try to take out as many enemies as possible in the confusion. Your best shot is to line up your sight on the campfire or the chair next to it. If you can zero in on the machine gunner or grenade launcher, so much the better.

As always, fan your two teams apart and try to catch the enemy in a crossfire. If you can't find a good flanking position (cover is sparse on the eastern side of the encampment), assault in force—hunker down all six of your men in the woods near the camp and fire away. A grenade from a M203 right on the campfire or a rocket from the M136 detonating in enemy central should set off the fireworks.

ROCKY MOUNTAIN HIGH

After the tent camp, it's time for a little cheat. Run along the northern map border, sticking to the mountain edge. Now, the only enemy who can draw a bead on you must come from a southern or western direction. With this much protection, you shouldn't have any trouble finding them before they find you.

TIP

Use the map border to your advantage. Enemies can't attack you from the out-of-bounds areas.

Watch carefully along the emerging rocks. As soon as an enemy appears, drop your team down and scout the area. There should be a group of two guarding the upper reaches of the mountain range, though you only see one, just in front of a protruding rock. He's a "dumb" guard. He can't hear a shot fired, so come back to him later.

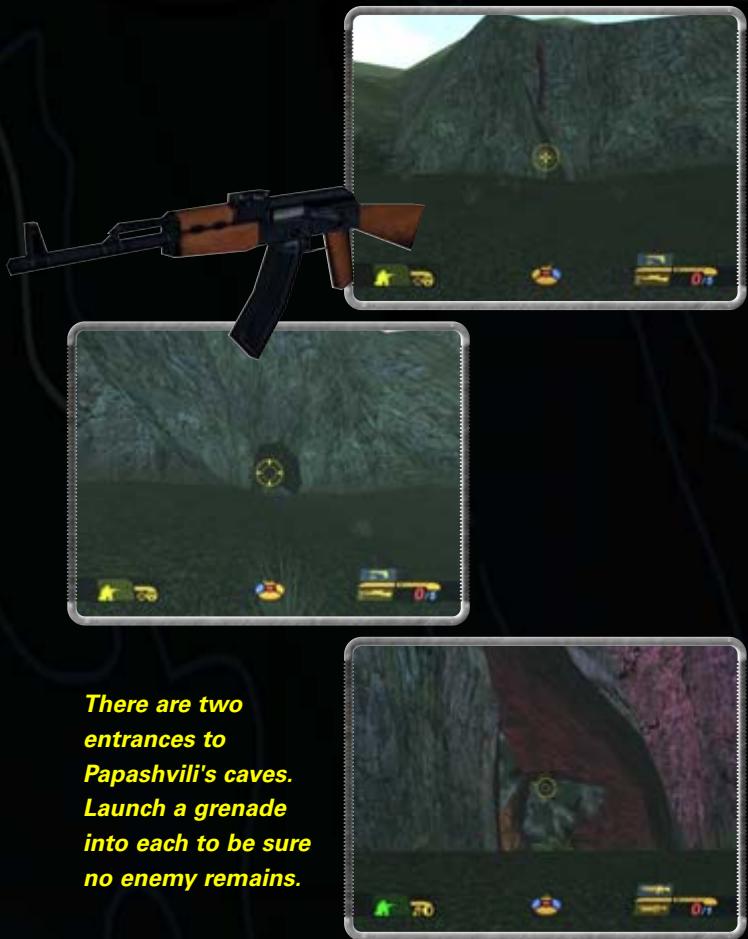
Don't shoot the "dumb" guard first; he doesn't respond to gunfire. Instead, swing to your left and unload on the patrol in the open field.



From your current vantage point, you should have a clear view of the plains in front of Papashvili's cave lair. Try to catch a patrol out in the open. You can waste the three guards pretty quickly—they have no cover to hide behind. Once you kill these three, swing back and take out the "dumb" guard. Wait 30 seconds or so, and his teammate comes out to play. Waste him and you're ready to take on Papashvili's personal bodyguards.

THE CAVES

Objective #2 is now in sight. There are two entrances to the cave system, a smaller crack to the west and the main, rounder entrance to the east. Don't just go charging in—the enemy has the advantage of serious cover.



Papashvili has one man guarding each entrance and two inside the caves watching both entrances. There are two approaches to storming the caves: stealth and brute force. The stealth approach involves patience—all the shooting outside should draw one or both cave entrance guards to come out and take a peek. When they do, pick them off. The brute force method may work better here, however. If you have any grenades left, jettison one into the mouth of each cave. The blast kills most guards inside but doesn't reach deep enough to harm Papashvili.





Objective #2 is complete when you capture Papashvili.

THE TRIP HOME



Near the abandoned shack, look for the last machine gunner hiding in his bunker. For style points, take him out with the rocket launcher.



All that's left is to get back to the extraction zone. Easy, right? Of course not.

Hugging the western side of the map, head down the mountain toward the western pass. There isn't much resistance left—enemies are probably lying in ambush near the extraction zone—but you can't just freely advance. Depending on how fast you capture Papashvili, the remaining enemy team is somewhere along your route to your start position. You may encounter a machine gunner in the bunker near the abandoned shack or hiding in the woods. For style points, take him out with a rocket.



The last four enemies lie in wait near the extraction zone.

Most likely, the last team of four is waiting in front of the extraction point, near your very first encounter on the map. By this time, you should be a true veteran. Scope them out before they glimpse you, and clear the way to mission's end.

If you capture Papashvili, you unlock rifleman Will Jacobs for the next mission.





MISSION 2: EAGER SMOKE

Eight days after the successful raid in the South Ossetian mountains, it's time for another trip—this time a search and rescue on a secluded farm. Under cover of darkness, you must eliminate dozens of guards and free the pilot and weapons officer of a downed F18. You must also blow up the F18 itself before its technology can fall into enemy hands. All in a night's work.



Without night vision you couldn't see 10 yards in front of you on this mission.

LEGEND

- Number of Enemies At Location
- Objective Number
- Stop Points
- Extraction Zone
- Insertion Zone
- Special Objective

MISSION CONDITIONS

Mission Name: M02 Eager Smoke

Location: South Ossetian Autonomous Region

Date: 04/24/08

Time: 02:15

Weather: Cloudy

Item Requirements: Demo charges

Hidden Soldier: Nigel Tunney, demolitions (Weapon 3, Stealth 3, Endurance 3, Leadership 3, armed with an SA-80 Carbine)

OBJECTIVES

1. Rescue pilot
2. Rescue weapons officer
3. Return to extraction zone
- X. Destroy avionics (blowing up the F18 unlocks the hidden soldier for next mission)

D FENCE



Follow the fence along the eastern border to get all the way to the barn undetected.

The eastern map border follows a wire fence, so stick to that path. Hug the fence all the way down the map to the southeast corner by the stream. You may not hit any resistance, allowing your teams to get deep into enemy territory undisturbed.



Watch out for enemy patrols in the woods along the stream.

You may run into patrols in the woods to your right, about three-quarters of the way to the stream (where you first see trees by the fence). Use your sniper's scope and look for enemies along the ridgeline. They don't come as far east as your team is, but they might take a potshot at you if they see movement in the dark. More than one patrol combs the woods at the top of the ridge, and they're usually in teams of three. Unless you do something foolish or your guys have a combined stealth of three, you should target them first and take them out.

HITTING THE BROADSIDE OF A BARN

Once you cross the stream, marine crawl up the hill until you see the barn. Don't stand, or even crouch, on the horizon; there are at least three guards who could spot you immediately. From your down position, inch forward until your sniper's sights are centered on the building. To your left, in the barnyard pen, one guard paces to the far post then back to the building. To the right, two guards should be talking near the entrance on the far side. Sometimes, those two guards disappear behind the barn, but be patient and they'll return. Occasionally, you can spot a single guard making his rounds inside the open barn doors.



Time the barn guards' patrol route, and fire only when all three are in sight.

The trick here is to keep all three outdoor guards in sight at the same time. Once the shooting starts, you want to maximize your impact. Begin with the guard on your left. Ideally, he's at the second part of his patrol and has his back to you as he returns to the barn. Shoot him first; he's the closest and poses the most danger. Immediately spin to the right and try to pick off both guards before they can retreat behind the barn or into the trees. If you can snipe the guard inside the barn, so much the better.



MISSION 2: EAGER SMOKE



Shoot the enemy sniper in the second-story window, then swing over to the road to catch any patrols headed your way.



At this point, you have two worries. One interior guard moves to the barn's second-story window. Three enemies also patrol the road to your right and could come calling once shots are fired. Scan the road. If there are any troops there, open fire. More importantly, move in on the barn while the going's good. Send Bravo team straight to the wall of the barn (not the open barn door). Stay in control of Alpha and your sniper. You need to watch that barn window for the enemy sniper and prevent him from mowing down anyone from Bravo as they charge the barn.



Use the barn's back door to surprise the remaining hostage-takers.



Once Bravo is in position, leave it to guard the barn. If a patrol comes down the road later, Bravo should take care of it. Lead Alpha around the back. Head in the direction of the pen, and enter through one of the broken fence links. Keep a safe distance from the barn, and, while moving, zoom in with your sniper's scope on the top window. You have to be quick here, picking off the enemy in the top window just before you shoot the guy in the open door at the stairs.

CAUTION

If a seated hostage doesn't stand up, there are still enemies around. Don't try to rescue him until the area is cleared.



Freeing the pilot gives you objective #1.

If you've hit all your targets up to this point, there should only be one remaining guard inside the barn. Slide along the back door slowly until he comes into view on the left-hand side. Blast him as soon as a piece of him becomes visible. When the pilot stands up inside the barn, you have completed objective #1.

GIANT HAY ROLLS



You can expect at least one more patrol on the main road to the farmhouse.



Depending on your luck, there could be a lot of dead enemies outside the barn at this point. If not, expect to encounter at least one patrol on your way to the next objective, the farmhouse. Scout the wooded areas west of the road carefully. Two patrols wander the trees, one with a machine gun. If you don't encounter them while taking on the barn, and, if you hustle, you may not see them during the mission. There is also a group of three enemies on the road if you haven't killed them already.

Flank Alpha and Bravo about 30 yards apart, and angle toward the field on the east side of the house. Stay on the right side of the road to keep as far away as possible from the western enemy patrols. At the edge of the field, take Alpha toward the cover of the big hay rolls. Leave Bravo in the protection of bushes or in the trench that runs along the field.

TIP

There's a lot of enemy troop movement on this mission. If you restart a mission, don't count on the bad guys being in exactly the same position.



Recon the farmhouse carefully. There are at least two guards on the right side and one near the porch.



From the hay rolls, recon the farmhouse. No doubt at least one enemy guard is on his rounds. Pick off as many as you can with your sniper, then switch to a rifleman or Jacobs for his OICW. Pay particular attention to the porch at the south end of the house. One guard is definitely there, and you can sometimes snipe enemies at range through the porch opening.



Wander too far into the street behind the farmhouse, and the enemy will have you in his sights.

When you've wiped out resistance on the east end, slowly step on the porch and move to the western side. You pass a door on your right. It should be closed. If it's not, take care of the guards on the house's first level instead of moving any farther. Most likely, the door isn't open, so you should slug it out with the guards in the street on the house's west side. At this point, there are probably two guards left. Shoot them quickly, or one of them will lob a grenade in your direction.

TIP

If one of your teammates yells, "Grenade!" forget what you're doing and immediately dive for cover.

One grenade wipes out the farmhouse's ground floor defense.



Now you're ready for the house. Open the door and quickly pump a grenade into the center of the room. Duck back behind the wall and wait for the explosion. This should take out the two guards on the first floor. Move upstairs until you can see the room across the open hallway. Don't step into the hallway and get shot. Peek to the right to see an enemy soldier hiding just inside the far room's doorway. Pick him off from what little you see; you can't get in the room without risking a bullet in the chest.



MISSION 2: EAGER SMOKE



Upstairs in the farmhouse, shoot the hidden enemy in the room straight ahead, then round the corner and look for the last enemy to the left of the weapons officer.



Now move to the corner and peek into the hallway. You should see the weapons officer in a chair and no one else. It's a ruse. There is a soldier guarding him off to your left, just inside the doorway. Inch down the hallway, sight extended, and shoot as soon as you see flesh. Once he falls, you've completed objective #2.



Rescue the weapons officer to finish objective #2.

TIP

Try not to get the pilot or weapons officer shot. It's best to assign them to the same team and have that team keep back from the action.



High-Tech Hunter Mission

in the back as you take off toward the F18.

Resistance should be minimized in the street outside the farmhouse, but watch out for a group of enemies behind the garage. They like to clip you

DETONATE THE PLANE

Your last objective on your way back to the extraction zone is the downed F18. You don't have to plant the demo charge on the plane, but it's a good idea if you want your hidden soldier unlocked for the future.



Hit the downed F18 on your trip back to the extraction zone.

Advance northwest, toward the F18 in the upper corner of the map. You might run into a squad of three enemies. They're on your eastern flank, so watch the bushes, trees, and hay rolls for movement. If that patrol opens up on you, don't advance too far or you'll get caught in a crossfire with the patrol milling about the F18. Always take care of one enemy group before moving to the next.



To complete the special objective, plant a demo charge on the downed plane.

As you've done before, use the hay rolls as barriers. Creep in as close as you dare to give your sniper a clean shot at multiple bad guys. You shouldn't have much difficulty if you take them by surprise. If there's no activity, send in your demo expert to drop the demo charge on the bird. Now all you need to do is get back to the starting zone.

HOMeward Bound

Whatever patrols were in the southwest wooded area double back to stop you from returning to the extraction zone. Fortunately, the whole area is wooded and tough to navigate and get clear shots. Heading back, hug the northern rim of the map and head straight for the zone. Remember to hold your team with the two officers in the rear so they don't take fire.



If you blow up the F18, you unlock demo expert Nigel Tunney for future missions.

At most, you should only encounter two or three enemies on the return, unless you veer too far south. Once the two rescued officers hit the extraction zone, the mission ends, and you can hang up your night vision goggles for the time being.





MISSION 3: STONE BELL

Who said tanks were slow? On this mission, you have to be lightning quick to take out all enemy troops and prevent any NATO casualties. This may be the hardest mission in the game, considering you have about 10 minutes to complete the entire thing. If you snooze, you lose.



Is a bridge too far? If you don't perform everything in record time, you won't survive this mission.



LEGEND

- ① Number of Enemies At Location
- ② Objective Number
- Stop Points
- Allied Troops
- Railroad Bridge
- Insertion Zone
- Tank
- Special Objective

MISSION CONDITIONS

Mission Name: M03 Stone Bell

Location: South Ossetian Autonomous Region

Date: 05/02/08

Time: 10:00

Weather: Clear

Item Requirements: Two antitank rockets

Hidden Soldier: Jake Stone, sniper (Weapon 5, Stealth 5, Endurance 2, Leadership 1, armed with an L96A1)

OBJECTIVES

1. Neutralize northeast patrol
2. Neutralize southwest patrol
3. Prevent headquarters breach
- X. No NATO casualties (unlocks the hidden soldier for the next mission)



Guard the Georgian command post with your life.



BREAKING THE RULES

You don't have the luxury of time in this mission. That means no hunkering down and waiting patiently for the enemy to show so your sniper can pop him. It's going to be a bloodbath, so consider yourself lucky if you complete the mission with only a soldier or two dead on your side.

TIP

Sometimes it's necessary to split the two teams to complete objectives on opposite sides of the map.

Because there are two different patrols to take down on opposite sides of the map, you have to break the rule of working in tandem. Team Alpha must take out the northeast patrol while team Bravo eliminates the southwest patrol. They don't work together until the end of the mission.

There are three waves of enemies on the map. The first line of offense is the two patrols (objective #1 and objective #2). You must take these out first, and fast. The second wave is made up of three groups of soldiers, one following behind each patrol and one coming up the main road. Don't engage these troops, even if you have a clear shot, until *after* you take out both patrols. Why? The third layer of enemies is massive—two tanks, eighteen commandos, and lots of grenade launchers and machine guns. As soon as you engage a soldier in the second wave, the third wave begins to move in. To give yourself as much time as possible, you don't want that third wave moving until the last possible moment.



NORTHEAST PATROL

It's time for some sniper tricks again. You could use a rifleman or support soldier here, but the range of the sniper rifle is preferable. Run Alpha around the back of the HQ and up the mountain. At the top, slant northwest and head all the way to the edge of cover. You should be looking between two rock outcroppings at the flats before the railroad track and a hill behind them. If you go at the start of the mission, you will intercept a team of three soldiers on the hill. Wipe them out before they have a chance to gain the cover of the rock to their right.



The second half of the northeast patrol comes from the railroad tracks to the east. Eliminate the first one with the machine gun before he can let loose.

Once all three are down, move forward and watch the tracks to your right. Keep your long-range scope on and advance. Eventually, the patrol's second squad emerges into view. Kill the first soldier to remove the threat of the machine gun, and mop up the other guy a few seconds later. Objective #1 is complete. Before you switch to team Bravo, move your Alpha soldiers to the railroad tracks in position to see the bridge.



Once the northeast patrol falls, run for the railroad bridge. Alpha should see the southwest patrol on its way to a meeting with Bravo. If you think you have time, help out by reducing the enemy number against Bravo.



Enemies love to use the railroad car as cover. As soon as you dispatch the first enemy wave, move up and use the car yourself.



During the fight, watch for enemies who sneak up behind the railroad car. They love to lie down flat and shoot you from underneath the cover of the big car. When the objective #2 complete box pops up—meaning you've killed all the soldiers in wave one—move up to the railroad car, and then flank the incoming enemy as best you can. You need to kill as many enemies as possible so you can get back to helping Alpha stop the main threat from overtaking the HQ. Expect a team of four with a grenade launcher to come from the northwest and give you more grief.

TANKS A LOT

It gets really tricky here. You have three things to worry about: a team of four enemies advancing on the road, a team of four advancing up the eastern side of the map, and the tank division in the rear.



Let the NATO soldiers deal with stray enemies who wander down the main road.

SOUTHWEST PATROL

Though you don't control team Bravo until after Alpha takes out the northeast patrol, you do need to move them before this point. Just prior to taking control of Alpha, set Bravo's coordinates on the map. Click on the grove of trees just in front of the railroad car (see map at the end of this section). As Alpha charges up the hill to engage the northeast patrol, Bravo runs for position against the southwest patrol. From that vantage point, Bravo has the best chance to mow down the enemy without you in control.



From the trees near the railroad car, Bravo engages the enemy in force.

Once Alpha completes objective #1, take control of Bravo and shoot all enemies in sight. It's a tough gunfight. The reinforcements behind the first enemy squad of five come up quickly. This signals the tanks to begin their assault on the headquarters, but that's why you've left Alpha on the bridge.





Arm your rocket launcher and target the enemy tanks before they reach the bridge.



Forget about the first team of four on the road. You don't have time to deal with them. You have to hope that the NATO soldiers will take care of them with their machine gun (and they should). You also have to hope that you're fast enough to prevent the patrol pushing ahead to the east from overtaking you before the tanks arrive.

Your main responsibility is the tanks. If they get too close to the HQ, it's mission over. Plus, the firepower on the tanks can obliterate you in seconds. Take control of your demolitions expert, probably Nigel Tunney, and ready the rocket launcher. Crouch over the northern edge of the railroad bridge, where you can get a clear shot at the road. Ignore enemy fire, and zero in on the closest tank. Launch, and then repeat on the second tank. You must hit them on the north side of the bridge to keep your NATO friends from taking casualties. You can destroy the tanks on the southern side of the bridge, but you will probably lose the special objective (and your chance at unlocking the hidden soldier). If you have an extra rocket left, launch it into the heart of the advancing enemy and hope for as much damage as possible.



It's possible to destroy a tank on the southern end of the bridge, but if you wait too long, the tank will overrun the Georgian command post.



By this point, the second eastern patrol is on top of you. Switch to your rifleman and hunt the patrol down quickly. Take it out so you can join forces with Bravo and tag team on the remaining hostiles.

STRETCHED THIN



The enemy probably clears off the main road after the tanks are destroyed.

The enemy is crawling everywhere. You've successfully devastated their primary assault, but now the hostiles are scattered all over the place. What's the next step?

Identify where the biggest threat is hidden. This may take several reboots as you send Alpha and Bravo around the map waiting for the threat indicator to glow red. Try several different directions until you know where the dozen or so bad guys are going to strike from.

Locate the biggest enemy threat and converge both teams on it.



The highest priority is keeping everyone at the HQ from getting shot. There are two officers inside the HQ; if they get shot, you immediately lose. You may have to leave a fireteam nearby to guard against a sudden enemy run on the headquarters. Position a soldier on the cliffs on either side of the bridge so you have a clear shot at troops trying to make a frontal assault down the road. From the cliffs, you can also get down to the building quickly enough to prevent serious harm.



If you fear a sudden ground assault on the HQ, position one soldier on the cliffs to oversee all avenues of approach.

If you're confident that the majority of the remaining enemy is on one side of the map, or if they're still far away from the HQ, then bring your teams together and go hunting with the standard practices of flanking and crossfires. This cleans up the enemy more quickly, with less chance of injuring your men.

Unfortunately, this may be difficult. More than likely, you need to keep your teams split to guard the eastern and western hills from enemy incursion. Let the NATO soldiers take care of the road—unless the strongest force advances straight ahead—and pick off any enemy teams that threaten on either side. If you plant your guys in strong cover, they shouldn't have a problem dealing with incoming enemies, even if you aren't in control of the team.



After the tanks are destroyed, the enemy usually tries to make a push up the western flank. Reinforce team Bravo if you can.



WHEW!

Congratulate yourself if the HQ is still standing and none of your soldiers have a scratch on their helmets. This mission tests your ability to react under pressure and your speed in working two independent teams. Handle this one and you have definitely advanced well beyond beginner.

Sniper Jake Stone, the hidden soldier for mission three, has a lethal Weapon skill on par with his formidable Stealth.



MISSION 4: BLACK NEEDLE

Your missions aren't always about killing people; sometimes they're about saving people. This time the Russians have pinned down a group of U.N. troops, and it's your job to open up an escape route for them. Can they live long enough for you to rescue them?



Don't panic when you see firing at the start of the mission. No one's shooting at you—it's the firefight in the village between the U.N. peacekeepers and the Russians.

LEGEND

- Number of Enemies At Location
- Objective Number
- Stop Points
- Allied Troops
- Extraction Zone
- Insertion Zone
- Special Objective

MISSION CONDITIONS

Mission Name: M04 Black Needle

Location: Republic of Georgia

Date: 05/07/08

Time: 15:00

Weather: Clear

Item Requirements: None

Hidden Soldier: Buzz Gordon, rifleman (Weapon 3, Stealth 2, Endurance 3, Leadership 6, armed with an M16/M203)

OBJECTIVES

1. Secure the crossroads
2. Contact U.N. troops
3. Return to extraction zone
- X. Keep U.N. peacekeepers alive (unlocks the hidden soldier for next mission)



Which one do you shoot first, the guard at his post or the three-man patrol?



BRIDGE ON THE RIVER DIE

Directly in front of you and over the hill, southwest from the insertion zone, a road winds past a guard post and over a steel bridge draped in fog at the far end. Seems innocent enough, until you notice the rebels with automatic weapons patrolling the area. There's a single guard in his shack and a group of three soldiers along the trees to the southeast. Which one should you go after first?

CAUTION

If you let the guard posted at the bridge escape, he'll alert everyone at the crossroads. Not a good thing.

Go for the group of three. If your rifleman can pick off the one with a grenade launcher, and possibly more, you minimize the threat to your team. However, you can't let the guard at the post escape. If he hears firing, he'll run across the bridge and alert his comrades on the other side. That's bad news, as the Russians will then be alerted and set up a tough defensive perimeter. You need to kill the wandering patrol quickly, then swing over and clip the guard post soldier before he gets too far across the bridge.



Before you go down the road, snipe the guard at the bridge's far post.

Once those four fall, you can advance down to the bridge. Zoom in on the guard post on the far side and shoot that guard before he gets active. Bring Bravo down and set its members in the trees on the eastern edge of the bridge—they can help with cover fire as you assault the crossing.

No matter what you do, you eventually bring the entire enemy force guarding the crossroads (objective #1) to the bridge. When the shooting starts, have everyone join in. In total, there are nine enemies to take down, two with a grenade launcher and one with a machine gun.

The steel bridge girders provide excellent cover. Weave in and out of them as you take on all the enemies at the crossroads.



Nearly all the enemy soldiers are grouped on the southern side of the bridge, so cross to the left side of the bridge with one of your heavy weaponry guys (like Jacobs with his OICW). Use the bridge framework as cover. Don't be thrown off by the metallic clunks as the enemy fire pelts the bridge—you have really good cover there. Lean over the bridge's side and pick off any troops in the woods south of the crossroads; there are usually three or four soldiers trying to hit you from the trees. Once those are eliminated, you can lean out roadside and pick off any enemies foolish enough to charge up the street. If you have time, a few grenades from the OICW can make the work go quicker.

THE CROSSROADS



From the shed, you can easily ambush the two patrols to the west.

The crossroads is empty now, so cross to the northwest and aim for the shed with the open door. From its cover, you should have a clear shot down into the open expanse in the woods. Two patrols of three men each search the woods. Wait till you can catch one of the patrols out in the open, then unload. You probably have to go looking for the second patrol, as they're now alerted to your presence.



Eliminate the first patrol in the western woods with your tried-and-true sniper.



TIP

Once you engage the village, the U.N. peacekeepers have 20 seconds of "invulnerability" left. Attack quickly or they'll get shot down in the streets.



The second western woods patrol can be quick. Be careful they don't get the drop on you.



Don't wander too far northeast toward the village. At the beginning of the mission, the U.N. troops in the firefight with the Russians are given "invulnerability" status so they don't die too quickly into the mission. Once you pass a special trigger zone—about halfway between the crossroads and the village—the U.N. soldiers lose their invulnerability 20 seconds later. After that point, they're fair game and won't take long to fall to the overwhelming Russian force. Essentially, when you're ready to take on the village, you're on a clock, and you'd better not falter on the way.

RAPID-FIRE RESCUE

It's time for another two-pronged attack. You must split Alpha and Bravo, taking Alpha through the woods to the west and Bravo up along the eastern section of the road.



MISSION 4: BLACK NEEDLE



Team Alpha has a choice: Sneak up close on the four enemies firing at the U.N. peacekeepers, or simply let loose on their backs.



Alpha goes first. There are four enemies positioned outside the village walls, just on the other side of the big rock you circle around to the north. You should get the drop on these guys; their attention is on the U.N. peacekeepers inside the village. You can try to sneak up on them, and you might even take them all out without causing any suspicion. However, remember you're on a time clock from this point forward, so you might prefer brute force measures here—sight all your team on four backs and open fire.

TIP

Tag team Alpha and Bravo to take out guards on either side of the village so they can't converge on the undermanned U.N. forces.



Team Bravo creeps up along the main road and picks off the machine gunner in the village.

When Alpha succeeds with the four outside guards, switch to Bravo. It should be positioned off to the east of the road, just before the horizon reveals the village. A few steps more brings you into direct firing range of two Russians, one wielding a mounted machine gun. Quickly spring over the horizon and shoot the two guards before they can return fire.



You have to battle enemies within the cover of broken ruins.

There are four Russians left inside the village ruins. You have to search them out before they can harm the U.N. peacekeepers. Move Bravo to the corner of the nearest village wall and move back and forth between walls until you've identified and killed all hostiles. Find the U.N. soldiers and you've accomplished objective #2. Now all you have to do is get out alive.



Meet up with the two U.N. peacekeepers to complete objective #2.

MASSIVE REINFORCEMENTS

You thought the crossroads was cleaned out, but it's not. As soon as you "rescue" the U.N. peacekeepers, reinforcements arrive on the road at the southwest corner of the map. A quarter of the force on the map—10 enemies—shows up with these reinforcements. Two enemy teams deploy and entrench to harass you on the return trip.



The southwest road at the crossroads spawns new enemies when you rescue the peacekeepers.

CAUTION

The road trailing off to the southwest seems harmless when you pass by it the first time. Once you rescue the U.N. soldiers, though, 10 enemies appear there as reinforcements.

Don't be concerned if the peacekeepers don't come with you. One probably will; the other likes to stand guard in the village. It doesn't matter—as long as you return to the extraction zone, and neither of them die during that time, you complete the mission with the bonus objective.



Half the reinforcements guard the crossroads on your return trip.

Move your teams back down the main road. Hug the eastern flank again for maximum cover. When you come to the rise, duck down and scout with your sniper. Half of the enemy is set up at the crossroads. Sometimes they camp in buildings and in the western woods, but most likely they're right in front of you in the patch of cover where the road banks to the southeast.

Be prepared for a vicious fight. Bullets hail all around you from bushes and trees. These enemies do a good job of staying hidden, so watch for the streaks of fire. Many times your sniper can pinpoint a guy through the foliage from the weapon discharge.



The second half of the reinforcements greets you at the hill by the first bridge post.

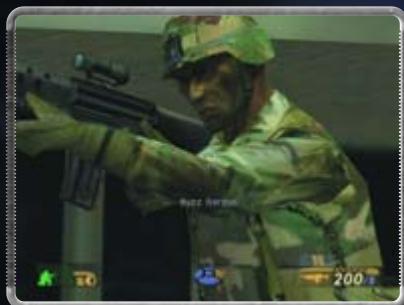
Proceed cautiously to the road and shoot anything that moves in front of you. Slide along the bridge's northern perimeter and scope out the hill from where you originally launched your attack. The rest of the enemies are hidden there. Most take up positions in the bushes on the hill. A favorite spot is to fire from the wall halfway up the hill. If you have any remaining heavy artillery—grenades and rockets—now's a good time to get rid of them. You only have a handful of enemies left. Finally, when your threat indicator goes blue, you can approach the hill.



When you think the mission's over, it's not. There are still one or two enemies hidden in the bushes at the extraction zone.

Don't be nonchalant—it's not over yet. There are still one or two soldiers on the far side of the hill. They hope to catch you with your guard down. Just at the edge of the extraction zone, they try to kill you. Bring both Alpha and Bravo to the top of the hill, then either crawl to the other side searching for targets, or advance in force and outdraw the last threats.

Buzz Gordon, the rifleman unlocked in this mission, becomes your platoon leader with six leadership points.





MISSION 5: GOLD MOUNTAIN

Buildings replace trees and cars sub for bushes—the enemy remains the same, but the scenery's all different in your first urban assault mission. On this mission, you secure a bank; try to slink through city streets without getting spotted by snipers, and recon a downed helicopter. Consider yourself lucky if you don't run into the tank.



LEGEND

- ➊ Number of Enemies At Location
- ➋ Objective Number
- ➌ Stop Points
- ➍ Extraction Zone
- ➎ Insertion Zone
- ➏ Special Objective

MISSION CONDITIONS

Mission Name: M05 Gold Mountain

Location: Tbilisi, Republic of Georgia

Date: 05/14/08

Time: 09:00

Weather: Clear

Item Requirements: None

Hidden Soldier: Henry Ramirez, rifleman
(Weapon 3, Stealth 5,
Endurance 4, Leadership 3,
armed with an MP5-SD)

OBJECTIVES

1. Secure the bank
2. Investigate crash site
3. Return to extraction zone
- X. No civilian casualties
(unlocks the hidden soldier for next mission)

URBAN COMBAT

There's a big difference in urban combat. Enemies have the element of surprise. They are entrenched in buildings, like the bank you'll be clearing out. Enemy snipers can pop out of windows and gun you down before you know it. Also, on the wilderness maps, there are a lot of open expanses you can take advantage of by catching the enemy exposed. Not so here, where the enemy can quickly duck behind cars or run down alleys.

As always, stay sharp. Take advantage of urban obstacles as cover—cars, garbage cans, fences, building corners, etc.—and stay out of sight in alleyways and building alcoves whenever possible.

TIP

There are five civilians who run across your path during the mission. To complete the bonus objective, control yourself and your itchy trigger finger.



At the corner of the starting area, wait for all five in the first patrol to show, and then mow them down with automatic weapons. If you miss one, he'll try to sneak up on you from the protection of the nearby cars.



BANK HEIST

The first enemy patrol does a figure eight route around the bank and the building directly in front of the extraction zone. The patrol consists of five enemies, one with a machine gun. Identify the machine gunner because he's the most dangerous threat. Take him out first. Wait by the corner of the starting point and lie flat. Switch to someone like Jacobs with his OICW and click on full auto. The lead guard is about 10 feet in front of the others, and he pauses before continuing his march—don't blast at him, or else you'll warn the others. Once you see all five guards in full view, sweep across them with automatic fire and drop them before they can reach the cover of the nearby cars.



Hold your fire on civilians.

The bank is much, much tougher to clear out. Steer to the left of the first building and approach the bank from the side farthest from the main doors. You don't want any thugs inside the bank to spot you. Head to the street corner and have your sniper fix on the second story. There are two machine gun snipers poised to make life very unpleasant. Stepping right, zoom in on the first window, and as soon as you see the assassin's shoulder, pick him off. Do the same to the other sniper *after* you take care of the bank lobby.



The bank window snipers have a great view of the street. Zero in on them before they see your squad.


TIP

Grenades should be used to clear out a room full of enemies. Toss one in and stand back. It's better than storming the doors yourself.



Going in the bank's front door is asking for trouble.

If you go in the front doors, it's like sticking your hand in a hornet's nest. Cycle to one of your men with a grenade launcher and zip one in the front doors. You get casualties, but not everyone. Angle down till you can see straight in the bank and launch a second grenade. With any luck, you can take out everyone. Be careful, though—there is a guard on the second-story balcony, and sometimes two guards in the back room are protected from the blasts.



Grenades from your rifleman's M203 should reduce the bank lobby to quiet rubble.



Should you need to go to the second story, take the left door that leads upstairs and peek around corners until you identify where the bullets are coming from. With the railing at eye level, your best shot is to drop prone and shoot below the belt. You've probably taken the machine gun snipers out by now. If not, you can access their rooms on this level and surprise them from behind. Give your threat indicator one last check and remove any last hostiles on your way to claiming objective #1.



One or two guards might be hidden in the bank's back room and survive your grenade explosions.

ALLEY SHORTCUTS

Head out the back door of the bank to see an alley directly north of you. Run everyone across the street and into the alley. You've now avoided five enemies who patrol the underground parking lot below the building to the east. No sense fighting everyone if you don't have to.

Avoid the enemy patrol in the neighboring underground parking lot by taking the alley at the bank's rear exit.



TIP

Why fight everyone? Navigate the streets properly and you can avoid more than a dozen soldiers on this mission.

Take the alley north, and at the T-intersection, head left and northwest toward the helicopter crash site. Cross the open street and look for the next alley north of you. Watch carefully—at the east end of the street where it forms a four-way intersection, a five-man patrol circles back and forth between the extraction zone on the embassy building and the hotel to the north.



At the street between the bank and the downed helicopter, be on alert for the patrol at the northeast intersection. You can avoid it by taking the first northwest alley.



Head north up this alley, but stop and go prone when you hit the wooden divider just short of the street exit. You're going to run into a patrol here, and it's much easier to fight them in these cramped quarters, where they can't draw a sight on you but you can see right out into the street. Be patient. Set your sight in the center of the opening. As soon as you shoot one, the rest will come (you might even get some reinforcements from the five guards in the hotel to the northeast). Given time it'll easily become a bloodbath, clearing the way for a free path to the downed helicopter.



Before the helicopter park, wait in the alley and set your sights on the main street for enemy activity.



The park lies at the northernmost reaches of the map. You have to get pretty close to examine the pilot. Unfortunately, the pilot's dead, but you do complete objective #2. Double time out of there; it's a very vulnerable area with very little cover.



Here's the downed helicopter and its fallen pilot.

**CAUTION**

The downed helicopter isn't a pretty sight. And if the enemy catches you in the exposed park, it won't be a pretty sight for you either.



THE EMBASSY BATTLE

Retreat to the first alley. At the T-intersection, hang a right this time. At the alley's end, drop prone and peek around the corner. You should see at least two soldiers in the street. Snipe one, then the other.



Enemies pour out of the embassy at you. Watch the fire escape high and the courtyard gate low.



Now drop back a bit and rise to a crouch. Center your sights on the fire escape and the courtyard archway on the south end of the embassy. Your two shots have alerted the guards. You have to alternate between the fire escape and the archway and shoot anyone who emerges. If you miss someone on the fire escape, you can bet he'll show up below 10 seconds later.



Three snipers hamper you from the embassy rooftop.

Four guards patrol the embassy grounds; three snipers sit on the rooftop. You can't let an enemy rush at you out of the archway; however, your main concern is the snipers since they have better accuracy. Hit the sniper on the middle roof first, then focus on the right side, where two soldiers should come down the fire escape to get a better shot at you. Once the body count reaches seven, you can advance on the embassy.

TIP

Focus on the three snipers on the embassy roof. They have the greatest accuracy and pose the gravest danger.



Your final threat probably comes from the guards on the embassy grounds.

One important note: On your way to the helicopter, you may have evaded the five-man patrol at the embassy's northwest intersection (the one with the ruined building). If so, expect five more guns to reinforce the area. They do everything in their power to stop you from reaching the extraction point on the roof of the embassy. Proceed carefully.

When you think the embassy grounds are clear (and they probably aren't), keep your point person keyed on the embassy/courtyard archway and move Bravo across to the embassy's corner. Then move Alpha with Bravo covering. Get one of your men on the roof if you still have shooting to do.

Henry Ramirez, the hidden soldier for the fifth mission, wields the automatic weapon with a silencer, the awesome MP5-SD.



MISSION 6: WITCH FIRE

Thousands will die if you fail your mission. Under cover of darkness, you must infiltrate a medieval fortress and recover the Russian battle plans for the coming attack on the Latvian border. The war could get worse if your team doesn't return successfully.



LEGEND

- ① Number of Enemies At Location
- ① Objective Number
- Stop Points
- Extraction Zone
- Insertion Zone
- Special Objective
- Communications Station

MISSION CONDITIONS

Mission Name: M06 Witch Fire

Location: Izborsk, Russia

Date: 06/06/08

Time: 02:00

Weather: Clear

Item Requirements: Antitank rockets

Hidden Soldier: Klaus Henkel, demolitions
(Weapon 5, Stealth 3,
Endurance 5, Leadership 3,
armed with an MP5)

OBJECTIVES

1. Get intelligence pictures from southeast house
2. Get intelligence maps from northwest house
3. Return to extraction zone

X. Destroy mobile SAM site
(unlocks the hidden soldier for next mission)

NIGHT MOVES



The southeast intelligence house, your first objective, looks innocent from a distance.

From the starting point, head due east to the open field. Four soldiers live in the house north of the field. Eliminate them first, or you'll get caught in a crossfire later. Don't stray too far north toward the house—you don't want any guards around the fortress to spot you—just take them out at range.

Watch the road at all times. Troop transports travel up and down this road, and you don't want to add their firepower to the confrontation. Cross Alpha over the road and into the woods to the east. Leave Bravo prone and facing the south end of the road. A troop transport will be along soon, and you want to ambush it.



Place Bravo along the road to ambush the troop transport.



Head Alpha due north through the cover of the woods toward objective #1, the southeast house. When Alpha fires on the guards around the southeast house, the game triggers a three-man truck on the south end of the road. Bravo should be in perfect position to ambush this truck and prevent the reinforcements from ever arriving. You shouldn't need to jump over to Bravo, so concentrate on Alpha and its siege of the house.

HOUSE HUNTING

Get Alpha as close as possible. Take your prone sniper and inch in until you can see the guards' faces clearly. Four soldiers safeguard the Russian intelligence pictures. Usually, two of them talk outside the front door and two kick back inside. When you open up on the outside guards, the inside guards are alerted. Make quick work of the outside guards you can see, then move to the house's front door.



When you open the house door, prepare for enemy return fire.

HOUSE TACTICS

- Circle the building and eliminate any outside guards.
- Look for any clear shots through windows.
- Before opening the door, switch to your quickest weapon, like an M9SD.
- Open the door from a crouched or prone position.
- Peek around every corner and expect resistance until you've checked every room.

Open the door from a crouched or prone position and shoot anyone standing inside. The enemy tries to blast whoever opens that door, so you have to be quick. Peek around corners until you're sure the room is clear. Once the first objective window pops up, you know the coast is clear.



The Russian recon photos are your first objective.

MEDIEVAL TIMES

Can high-tech weapons beat a medieval castle?



Take a deep breath and prepare for a huge firefight. When the dust finally clears and the bullets stop whizzing, there are close to 20 dead Russians. Let's hope it ends that way, and not six dead Americans.

First, send team Bravo to the southwest fortress gate. Keep everyone low and out of sight; you don't want them to raise the alarm. They'll be ready for backup later.



Team Bravo monitors the southwest fortress entrance.

Run Alpha to the southeast fortress gate. Most of the combat occurs from the gate's protective tunnel. Only move partially in to the gate tunnel. It provides great defense from flanking enemy fire and the occasional grenade meant to take your head off.

TIP

When you lay siege to the fortress, fight from within the gate tunnels. They provide great cover from flanking enemy fire and grenade explosions.

Survey the fortress courtyard with your sniper. You should see two enemy groups of three, one group in the fields to the north and one group by the car in front of the second house. Each of these groups fights fiercely, but two enemies are designated as "runners." The runners duck and run for the ruins in the courtyard's northeast corner. If either makes it inside the ruins, he will radio for help at the communication station inside. A second troop transport will then enter from the north end of the main road and reinforce the battle with three more guards.



Six hostiles patrol the fortress courtyard. They aren't shy and shoot grenades in your direction at first opportunity.



Snipe the six as soon as you can. If one or two entrench themselves by the houses or behind the car, have one of your riflemen arc a grenade on the spot. When all six soldiers are dead, you can move into the courtyard proper.



Two of the courtyard patrols run for the communication station. If you don't take them out, another transport will show up with extra defenders.



Head northwest until you are almost in front of the main entrance (due north). Control your sniper and zoom in on the house outside the main entrance to the north. There are five soldiers on patrol out there. You can easily bypass them now. However, if they hear gunfire, they'll reinforce at an inconvenient time and drill your back. It's better to engage them now before any other enemies join in. Your sniper has a pretty clean shot at them all, while they'll have a very difficult time shooting into the courtyard.



The patrol outside the northern entrance will show up if they hear gunfire.

Your next target is objective #2, the northwest house. Keep in mind that as soon as you shoot at anyone in the northwest house, guards pour out of the other two houses. You have to deal with 12 enemies in total, some with machine guns and grenade launchers.

Swing around to the north face of the house. You should see two lit windows with clear shots into the house. Shoot the first enemy you see, and if you're lucky, you can shoot a second enemy when the first one falls. Proceed to the second window and see if you can take another shot.



At the northwest intelligence house, snipe through the windows and pick off the unaware.



Prepare for the enemy storm. Go prone and switch to the soldier closest to a corner. You must do a lot of firing in the next two minutes, and you want control of the soldier with the best view.



TIP

While Alpha has the enemies occupied, Bravo can sneak in the fortress's southwest gate and take them by surprise.

Click on the map to pause the game. It's time to coordinate Bravo's sneak attack. Zoom in on the courtyard and select a spot at the southeast corner of the second building. This brings Bravo behind the main enemy threat and gives them full access to the rest of the courtyard. They cause enough havoc to split your enemies' attention, and your crossfire should mop them up within a few rounds.



The Russian top-secret maps are objective #2.

When your threat indicator cools to blue, you can enter the northwest house. Don't take anything for granted, and make sure the house is clear before grabbing the top-secret maps and completing objective #2.

SAM I AM

Your last trip is the special objective, the mobile SAM site. Since you have a few rockets left, why not blast the enemy missile launcher? Head west out the fortress's southwest gate, and at the top of the hill you should see it.



Catch the enemy guards near the SAM when you hit it with the trusty rocket launcher.



A patrol of three guards surrounds the SAM. After the workload you just finished, this is a walk in the park. Switch to your demolitions expert and arm the M136. Wait until all three guards, or at least two out of three, are near the SAM. Stand up and launch the antitank rocket directly at the SAM's center. One shot should finish off the special objective, and if the blast radius is large enough, it'll take out all three of the guards. Whatever enemies are left after the blast will be disoriented. Either pick them off from the hill, or if you don't have a clean shot, circle some of your men around the south and charge in for the kill.

TIP

The rocket launcher can obliterate four or five enemies in a single explosion. When you have time, watch an enemy patrol route and try to catch them bunched together for maximum casualties.

TO THE RAFT



The military can't afford a helicopter this time. A raft is your means of escape.

All that remains is to return to the extraction zone. Remember the team of five guards around the northern house. They must be dealt with if you haven't done so already. Also, if a runner managed to reach the radio station, reinforcement soldiers could be milling about. If the mission hasn't ended when you take out the SAM, then you have some more to worry about on your return trip. Head north toward the upper reaches of the map and then northeast. Scour the woods on the way and catch sight of the enemies first, then move in or avoid them if they're far enough away. With luck, you won't have any challenges on your way to the escape raft.

This mission's hidden soldier, Klaus Henkel, adds another demolitions expert to your team.





MISSION 7: PAPER ANGEL

Every good commando team eventually blows up a bridge. Your team is no exception—the bridge over the Lubana River must be destroyed to halt the Russian armored advance. Bring the bridge down and you gain valuable time for the American forces.



LEGEND

- Number of Enemies At Location
- Objective Number
- Stop Points
- Extraction Zone
- Insertion Zone
- Tank
- Special Objective

MISSION CONDITIONS

Mission Name: M07 Paper Angel

Location: Lubana River, Latvia

Date: 06/17/08

Time: 06:00

Weather: Clear

Item Requirements: Two demo kits

Hidden Soldier: Guram Osadze, support (Weapon 6, Stealth 4, Endurance 5, Leadership 2, armed with an RPK74)

OBJECTIVES

1. Destroy east pylon
2. Destroy west pylon
3. Return to extraction zone

X. Eliminate camp garrison (unlocks the hidden soldier for next mission)



It may look pretty, but it's got to go. Bring the bridge down before the Russians can advance their armored division.



As you advance down the east coast, do yourself a favor and scout the west coast for enemies. Any enemies you take down now speed up your travel time later.



EAST VS. WEST

For the most part, water on this mission is just as hard as solid ground. You'd think you could just go down to one bridge pylon and swim across to the other pylon to plant both charges, but no such luck. Only the shallow water in front of the Russian camp can be crossed—the rest is impassable terrain. The river makes this mission extremely long, since you have to go down the river's east side, and then retrace your steps and wrap around to go down the west side. As convenient as the road bridge might be, you can't outshoot the troops that guard it, so take the long way around.

CAUTION

You can't swim the water in this mission. Under fire, seek cover behind the large rocks and dense bushes.

The first Russian patrol greets you right around the first bend on the river's east coast.



Start by heading west from the insertion zone, and hook a left as the hill goes down to the river. There's a small access to the river's east side. Follow that small strip of land all the way down to the first pylon.

Before that, though, deal with the Russian guards. Two patrol the northern half of the east coast. Wait for them at the first rock outcropping and you should surprise them without a shot fired in your direction. As you advance south, use your sniper to survey the west coast. At any point, if you see enemies, drop prone and shoot. The more you take out now, the less you have to deal with when you engage that side.

TIP

The Russians have a nice range with their grenades. They can shoot them across the river, so make sure you're flush against the cliff wall when you annoy them.

The second east coast patrol walks the southern half.



On the second half of the coast, you run into two more enemies just south of the breach that winds up to the plateau. Snipe them from a distance, then turn your attention to the breach. You don't want enemies bursting your back open. Pass by the breach carefully, then call Bravo to come down and do the same.



Go slowly across the breach in the east coast cliffs. Guards can easily slip down behind you.

PYLON ONE

There's only one lone guard defending the first pylon—and a couple of tanks. He can be silenced without a sweat; it's his friends on the bridge you should be worried about. Under no circumstances should you try to take the bridge. Before you know it, you'll have a tank rotating its turret on you.



Don't fire at the bridge guards. Look for the single guard by the pylon and eliminate him.

After hearing a shot or spotting your movement below, a five-man squad descends the cliff stairs to the south of the pylon. Gun them down on the steps. If they make it to the bottom, you're probably toast. Once you have a 10-second block to rest, switch to your demo expert and plant a charge on the pylon. Objective #1 is complete.



When you near the first pylon, guards pour down the cliff stairs to engage you. If you go up those stairs, you're only asking for trouble from the tanks above.



K.I.A. CAMP GROUNDS

Double-time it back to the insertion zone area. Head due west until you go downhill and near the river. The last shred of bushes is your destination. From there you can see the entire northern edge of the Russian tent camp (the mission's special objective).





Shake up the Russian river encampment with a few unannounced grenades.



Position a rifleman between the trees for an unobstructed view, and let loose a few grenades into the campground. Drop prone with the rest of your men and wait for the hostiles to come to you. Eight angry Russians assault you if you miss with the grenades. No matter, though—with both your fireteams keyed on the shore, hardly any lead should blur by you. In fact, if you've done your job correctly, you won't even need to leave the shore and get wet until it's time to take the river's west coast.

TIP

If you use a grenade launcher, don't lob the grenades too far into the Russian camp. Most of the enemy rings the northern end of the compound, and you'll miss if your frag hits the campfire itself.

A WALK ALONG THE BEACH



A concealed passage takes you to the river's west shore.

After vanquishing the Russian camp, head left and search for a concealed passage through the rocks. The passage winds down to the river's west shore. If you miss this and head south, you'll walk into a nest full of enemies. You fight them later, so steer clear to gain the element of surprise when you really face off against them.

Around the first large bend of the west shore, a three-man patrol watches the beach. You should have already taken care of them from the east shore, but if not, don't let them get the drop on you.



It's clear sailing on the west coast if your sniper did his job on the east side.

At the very end, three Russians guard the second pylon. It's a bit tricky here—you must sneak up on the three pylon guards; however, the enemies on the bridge usually spot you and start shooting. If you can find a safe spot for your sniper to settle down for a long-range shot or two, go for it. More than likely, you need to switch to one of your riflemen, or even a demo guy with his M4, and rush the three, blasting away with semiautomatic speed. Take down the patrol and make sure all three of your team members are under the safety of the overhanging bridge. Setting a demo charge gives you objective #2.

TIP

Remember, in close gunfights you want automatic weaponry like the OICW or the MP5-SD.



Three enemies charge from the plateau above when you try to destroy the second pylon.

Now you've got to get out. All this commotion brings more troops. A group of three enemies hangs out on the plateau near this side's breach to the top. They descend the breach and try to find defensive cover on the shore before you return. You have to shoot them on the shore; it's too difficult a shot from your current angle. Alternatively, you could set up Bravo near the big rocks halfway down the shore as backup to cover the ledge. Whether you decide to take them on yourself or not, your sniper or rifleman should drop them.



Veer to your right at the top of the west coast breach and head for the protection of the nearby trees.

Once the way to the top is clear, run to the top and veer right toward the nearest trees. You want cover immediately so the tanks and remaining enemy on the bridge don't barrage you. Bring Bravo up and together move to the top of the hill, but not too close to the rise.

SECLUDED FIREFIGHT

The extraction zone is in sight, but you can't reach it yet. Six enemies guard the road at the bottom of the hill, two armed with very accurate grenade launchers. If you linger in one spot too long, you can expect a grenade to rain on your parade.



Six enemies secure the final road before the extraction zone. Catch them in a crossfire between Alpha and Bravo.



Both teams should go prone and crawl into position. Take Alpha and slide down to the south side of the woods. Bravo crawls to the north end of the woods. It might take a while to set up a good crossfire. One group of enemies tends to hang near the road intersection, so Alpha must take them out. Wait till they move closer to the second enemy group, though; you don't want them running up the hill and flanking you. The second enemy group should be on the road almost centered between your two teams.

TIP

When setting up a shot, don't just accept the first place you find. Rocks and bushes can hide you from the enemy, but they also can block your shot. It's best to keep cover away from your front firing arc.

Alpha fires first, picking off the guard farthest to the left. Start on the end and work your way toward the middle. If you chase the remaining enemies toward Bravo, your crossfire will rip them to shreds. Hopefully, Bravo has a support soldier because he can open fire on anything that moves. Keep firing and don't give anyone a chance to throw a frag. A few enemies might make it to the woods—that just makes it an easier kill for you.



This mission's hidden hero, support soldier Guram Osadze, comes equipped with an RPK74.

MISSION 8: ZEBRA STRAW

The mission's bogged down with a storm. Furthermore, the enemies' bullets rain down on you in Venta, and it could be brutal. Survive the initial firefight with the locals, then escort a friendly tank through the war-torn village streets—and try not to get shelled.



Your soldiers are in for the fight of their lives, and some will end up dead if you aren't organized.

LEGEND

- Number of Enemies At Location
- Objective Number
- Stop Points
- Insertion Zone
- Tank
- Special Objective

MISSION CONDITIONS

Mission Name: M08 Zebra Straw

Location: Venta, Lithuania

Date: 06/24/08

Time: 16:00

Weather: Rain

Item Requirements: M136s required

Hidden Soldier: Lindy Cohen, rifleman
(Weapon 5, Stealth 3,
Endurance 5, Leadership 5,
armed with an OICW)

OBJECTIVES

1. Secure the village
2. Destroy east artillery
3. Destroy west artillery

X. Protect friendly tank
(unlocks the hidden soldier for next mission)

MASSACRE AT VENTA

Do everything exactly right or you're going to die. The mission drops you smack-dab in the middle of a huge firefight. Eight enemies assault you as soon as you arrive—two teams of three from the north and one team of two from the east. The first few times you play the mission, you will lose people. Don't get discouraged—with a little practice, you'll get all your troops through unscathed.



The building ruins near the insertion zone are not the best place to take cover in the opening firefight.

Your closest cover—the building ruins immediately north of the insertion zone—seems like the perfect choice. It isn't. Though it's possible to kill the enemy from the building ruins, the fight will probably be a bloody one for you. From the "protection" of the ruins, it's hard to track all the enemies, and if they get close enough, expect a grenade in your midst.

Sending your rifleman to the shack/ stone wall is the key to beating the early onset of enemies.



The best course of action is to send the first Alpha guy you control, probably a rifleman, directly toward the shack and stone wall just northeast of your starting position. Lodge yourself in the corner and crouch so your gun tip is slightly above the wall. You now have solid protection from bullets and grenade blasts. Plus, you can shoot the group of six enemies as they sneak over the hill in the distance. They come from your right, and you should be able to plug one or two of them near the tree on the hill. If they slip through, they will appear on the second hill to the left. That's the enemies' favorite place to throw a grenade. Shoot anyone on that hill first to avoid potential shrapnel.



Shoot the enemies to the north before they throw a grenade in your lap.

The two enemies to the east can't shoot you since the shack safeguards your back. Deal with the six on the hill first. Once all is quiet, you can swing around and help out your Alpha teammates.



The enemies to the east come over the crater.

Leave Bravo at its starting location. From there, it can lend support against the enemies advancing from the north. Don't touch the other two men you have in Alpha; they should settle down to guard your back, which means watching the east and taking care of those two Russians. There should be a giant crater directly to the east; the two-man patrol peeks over that crater to fire at you. Shoot the enemies before they get a chance to reach for a grenade and you won't have a problem.

AIR STRIKES AND TREADS

Check for wounds after the starting shootout and send Bravo north to the road. A friendly tank spawns soon at the western end of the road and continues through the village to the eastern end of the map. You want Bravo to follow this tank, lending it cover fire, so toggle on the command map frequently to update Bravo's position.





Air support napalms one of the enemy tanks to help you out.

Alpha should head due northeast to the road. You need to get in front of the friendly tank and take out resistance, especially enemies equipped with antitank rockets. As you pass through the gap in the rock wall, air support bombards an enemy tank creeping in from the east.

Guard the allied tank to the end of the road, or you can't complete the mission's special objective.



When you hit the hill just before the road, control a rifleman with an M203 and target grenades on the enemy position to the north (you should see the enemy tank through the gray mist) and the east (a blown-apart church). Focus your attention on the church courtyard—there are three soldiers, and one of them has a rocket launcher aimed at your tank. A grenade in the general ballpark should wipe out the dangerous rocket. Just to be sure, zoom in with your M16 sight and blast anything that peeps out from behind the rubble. Unless it shoots at you, don't concern yourself with the enemy tank to the north. Your allied tank shreds it all by itself.

Your allied tank blows up the enemy tank to the north.



VILLAGE PEOPLE

The allied tank continues into the village. When the tank reaches the outskirts of the buildings, it is ambushed. You have to be there before it and take care of the enemy.



Before the allied tank enters the village, you must destroy the enemy's antitank personnel.

You want Alpha and Bravo working together on this one. Run one team up the north side of the street and one team on the south. Unload one or two grenades at every single building in the village. Better to be safe than sorry. Your ever-faithful OICW works beautifully in these types of situations.

The first building on the left (north) hosts three enemies, one with a grenade launcher. These are the least important. Eliminate them so you don't sustain any hits, but if you have a choice of targets, go for either of the next two.



Enemies can come out of the gloom any second. An itchy trigger finger is encouraged.

The second building on the right (south) conceals two heavily armed Russians. One sports a grenade launcher and the second Russian, the bigger threat, wields a rocket launcher. If the allied tank enters the village, this Russian will fire his rocket, timed with a second rocket launch to the northeast. Shoot both enemies as soon as they expose themselves to aim at the tank.



The Russians near the village's second building have a rocket launcher.



The perfect ambush point for the eastern artillery lies in the rocks to its south.

The last building on the left shields three enemies; one has an antitank missile to use as soon as he sees the allied tank. You can't let these guys live long, so concentrate fire on them immediately.

If you're having trouble, save the game just prior to the tank entering the village. Toggle back and forth between Alpha and Bravo quickly so you can get the best shot at the enemy. For example, Alpha on the south end of the road has a better shot at the first group of enemies, while Bravo on the north side can spot the second enemy group better. When the objective #1 box pops up, you can rest your trigger finger and stop worrying about the allied tank.



Get the tank through the village and it's home free.

EASTERN ARTILLERY



Even though the eastern artillery is the least defended, you still have to watch out for five soldiers.

The least defended area on the map is the eastern artillery battery. Five soldiers guard the area, but you can easily sneak in the back door. Head southeast to the most distant rock outcropping. Pick off guards as you move north through the rocks, but watch out for two in particular—one has a machine gun and another a grenade launcher. Stop at the eastern map border when you have a clear shot at the artillery. If you're positioned correctly, the artillery will never even notice you, and you can shred it before any more allies go down in flames. Cross off objective #2.

WESTERN ARTILLERY

The western artillery battery can be tougher. Two patrols scour the flats in front of the artillery. The three-man squad to the west might have already been eliminated; they tend to wander south into the heavy shooting area once the allied tank strolls down the road. If you know for certain the three-man patrol is eliminated, head up the western mountain flank to gain access to the artillery battery.



Two patrols criss-cross the flats in front of the western artillery while another guards the artillery's hill.

If not, face off against the four-man eastern patrol. There are plenty of craters to hide in across the flats, so take advantage of them as you move your teams in tandem. However, keep in mind that the enemy can do the same thing and suddenly pop up with a rifle barrel to your chest. Use your sniper to spot the enemy first. If you fail to do so, the enemy with the grenade launcher will cork one in your direction and send you to an unpleasant dirt nap.



The western artillery's wide open from its eastern flank.

After the patrol has been dealt with, head up the side of the mountain. Most of the enemy can be taken off guard. One enemy, however, likes to hide in a rocky crevice and rip your back wide open. When heading up the east side, watch the northern rocks carefully for movement. If you hear firing and don't know where it's coming from, set your sights north. As soon as you have an open shot at objective #3's artillery battery, launch away. It should detonate as smoothly as its eastern counterpart.

Rifleman Lindy Cohen, hefting an OICW, joins the team if you safeguard the allied tank to mission's end.



DRIPPING WET

No one likes to get wet. Worse, in the field, rain and fog make it extremely difficult to pinpoint the enemy. Once you complete your eighth mission, you can rest assured your team can operate under poor weather conditions and still come out a winner.





MISSION 9: BLUE STORM

Just when you thought the weather couldn't get worse, your superiors set you down in a bug-infested swamp *in the rain*. Swim between the dank reeds and shadowy marsh critters, and dodge enemy fire as you search for your objectives. While clearing three islands of enemy encampments, you must seize a Russian commanding officer from a house guarded better than Fort Knox.



You get all the cushy assignments—a trip to Nereta Swamp.

LEGEND

- Number of Enemies At Location
- Objective Number
- Stop Points
- Insertion Zone
- Special Objective

MISSION CONDITIONS

Mission Name: M09 Blue Storm
Location: Nereta Swamp, Latvia
Date: 07/03/08
Time: 9:00
Weather: Rain
Item Requirements: None

Hidden Soldier: Astra Galinsky, sniper
 (Weapon 5, Stealth 4,
 Endurance 4, Leadership 6,
 armed with an SVD)

OBJECTIVES

1. Clear west island
2. Clear north island
3. Clear east island
- X. Capture Russian officer
 (unlocks the hidden soldier for next mission)

SWAMP MOVES

As far as range of vision goes, you're in the same boat as last mission—thick fog that seriously dampens your senses. Enemies can ghost in and out of the fog. One second you're tracking a guard with your sniper; the next, he's gone. Sure, it provides cover for you, but there are a lot more bad guys running around.



Is the enemy there or not? Sometimes night vision helps distinguish a heat signature against the foggy background.



Your best bet is to establish strong defensive positions and only move when the coast is clear or semiclear. Unless the enemy is on top of you, Alpha and Bravo shouldn't have difficulty setting up effective crossfires. Sometimes, switching to night vision briefly can outline an enemy's heat signature against the background.



Swim the edges of impassable swamp water for maximum cover.

Take full advantage of the swamp water. Duck your men into its slimy cover and skirt the edges of impassable areas. Guards cannot patrol these areas, so even in the middle of the waterways, you have no risk of someone sneaking up on you. In the center of the map especially, you can move quickly and unseen past a lot of enemies.

ISLANDS OF ADVENTURE

Don't move north to the eastern island first. Twelve enemies—the biggest group on the map—dwell there, and you should only fight them when you have the element of surprise. The brunt of the enemy's eastern patrols range in the south of the island, and they have two bunkers set up—all to deter your starting force from going straight for the main encampment.

Travel west as long as you have land to stand on. It doesn't last long, and soon, you see a fallen tree at the western edge of the starting landmass. Three enemies patrol this area. They're rather nonchalant, not expecting any activity, and should go down pretty easily.



The first three-man patrol can be spotted near the fallen tree on the way to the west island, objective #1.

Dive into the swamp and head northwest. In the distance, you catch a flicker of white light. It's coming from a barrel fire on the western island. Head there and come up on the land just west of it. Hunker Alpha and Bravo down on the crest of the hill and wait to ambush the first wandering patrol.



Set up an ambush west of the barrel fire for the next Russian patrol.

A four-man patrol comes through first. Its members love plopping a grenade on your position, so pick them off through the trees at long range. The longer the fight goes, the more trouble you're in. A second enemy patrol—this time three soldiers—can reinforce them from the northern stretch of the island. Once the first patrol falls, flank out Alpha and Bravo on either coast and look to pin the second patrol between you as you walk north.



The first, four-man patrol on the west island can be backed up by a second, three-man patrol.



TIP

Should you lose the enemy in the fog, watch your threat indicator for a new direction to shoot.

PARADISE ISLAND

The north island might be a paradise in the sunlight, but not right now. It's lousy with Russian assassins who wiggle in its mud and sleep in its trees. It's anything but a paradise for you—you're just visiting.

To avoid a four-man patrol, you're going to head straight into a trap. North of the west island, four Russians march between the graveyard and the northern access route to the north island. You can completely ignore them if you head northeast through the impassable marsh waters toward the north island. So what if there's a bunker with a machine gunner? You've beaten worse.



To complete the second objective, you must go through this machine gun bunker.



Fortunately, the machine gunner's asleep at the wheel. You can get very close to him, chin deep in swamp water, and deliver a permanent message. Use a rifleman on semiauto or a support's M249; you want to quickly spray bullets through the mist from here on out.



They look like you, but they aren't friendly. The assassins on the north island come out of nowhere.

The rest of the island's full of assassins. They're dressed like your sniper, complete with camouflage vines and long-range capabilities. Discounting the dead guy in the bunker, you have seven more enemies to handle. Grenades aren't too effective against you in the water, so spread out your teams and shoot to kill. The enemy should come to you; it isn't long before you either receive the objective #2 completed box or you're sleeping with the fishes.

HAUNTED HOUSE

Against the stormy sky, the flooded house where the Russian commander stays looks intimidating.



At almost the map's center, the Russian commander's house sinks in the bog. You can fault him for his taste, but you shouldn't question his knack for hiring muscle. Six bodyguards protect the house, half with machine guns and the other half with grenade launchers.



Five bodyguards defend the flooded first floor of the commander's house.



How do you get in without a head wound? Approaching the house from the northwest, head to the north side of the house and its ground-floor front door (the one on the porch). Switch to a soldier with a power weapon—probably the M249 on full auto. You need to be fast. Edge up to the door, then duck into the frame and spray the room with bullets before retreating. You don't get everyone since some are hidden behind posts. Repeat and move in against anyone still standing.

CAUTION

The game's most heavily armed enemy group guards the Russian commander. The six-man team carries three machine guns and three grenade launchers.

Usually there are five guards on the first floor and one upstairs. Watch for this guy; he likes to run down the stairs and rip off a quick shot while your back is turned. Sometimes there are four downstairs and two upstairs.



Capture the Russian commander to unlock the mission's hidden soldier.

It may be a bug in the mission or a freaky random occurrence, but every once in a while, the commander can be found outside his house. It's hard to imagine why he's going for a walk in this mess, but it certainly does make for an easy capture.



If you're not ready to fight, lay low in the bog and wait for the enemy to pass.

TREASURE ISLAND

From the commander's house, head due north. Don't angle in toward the eastern island, or you'll run into the enemy too soon. Once you hit the impassable swamp region, work northeast through the swamp weeds to the island. There should be no one home there, though the top of the hill holds the thick of the enemy encampment.



Park team Alpha at the top of the eastern island hill within sight distance of the enemy.

Send Alpha up the hill and drop prone near the top so you can inch in for a closer look. Place Bravo inside a nest of trees that also has a view of the encampment from the lower side.



Place team Bravo on the edge of the trees closest the encampment to catch anyone crossing the grounds.



Beware of the camouflaged bunkers.

CAUTION

With all the commotion on the eastern island, don't shoot your companions by mistake.

Alpha has the best shot, so it fires first. Wait until at least three enemies are on the screen. When the enemies start moving to converge on Alpha, they should cross right in front of Bravo. Alpha needs to watch to the left—enemies sometimes sneak up that flank and shoot off a grenade. Three enemy teams of four soldiers each mill about the island, so you have a long battle on your hands.



When the enemy tries to converge on Alpha, Bravo knocks them dead.

Once the shooting quiets down, you have to rally both fireteams to search the island for the stragglers. Beware of the camouflaged bunkers on the south end; the enemies inside can snipe you without you even realizing the bunker exists. After a bit of hide and seek, the enemy should fall, as well as objective #3, and your mission is complete.

Astra Galinsky, unlocked from this mission, might be your new leader with six Combat points and five Weapon points.



MISSION 10: FEVER CLAW

Your eighth mission, when you guarded a tank through the village of Venta, was the minor leagues. Welcome to the majors, where you have to safeguard three tanks past a horde of rocket-toting lunatics and six enemy tanks bent on lodging a shell in your cranium. If you can successfully guide the caravan to the city's cathedral, you'll be rewarded with a well-earned day off.



This mission is all about tanks.



LEGEND

- Number of Enemies At Location
- Objective Number
- Stop Points
- Allied Troops
- Allied Tank
- Insertion Zone
- Tank
- Special Objective

MISSION CONDITIONS

Mission Name: M10 Fever Claw

Location: Vilnius, Lithuania

Date: 09/01/08

Time: 18:00

Weather: Rain

Item Requirements: M136s recommended

Hidden Soldier: Susan Grey, rifleman (Weapon 6, Stealth 4, Endurance 5, Leadership 5, armed with an MP5-SD)

OBJECTIVES

1. Clear university defenders
2. Clear presidential square
3. Clear cathedral defenders
- X. All tanks survive (unlocks the hidden soldier for next mission)

SHELL GAMES

Don't mess around with an enemy tank. Without rockets, you can't harm the things, and each one can pick apart your entire team. The solution? Bring at least two demo experts on the mission, one per fireteam, and make sure you equip them with M136 Rocket Launchers. One dead-on shot from the M136 will kill the enemy tank.



The demo expert with his M136 becomes your team's MVP.

Contrary to what you might think, tanks are not slow. They will outrace you through the streets of Vilnius if you aren't on top of things. Stay in front of the tank caravan the whole time. It's the only way to prevent enemies with rocket launchers from targeting the tanks. Sure, it's more dangerous for you, but that's why you're riding shotgun.



The enemy tanks are tough, and so are yours. The allied tanks can't handle a rocket to the turret; however, they can handle just about anything else. If there is no threat of an antitank missile, let your tanks do the cleanup work for you. Why risk your skin in a firefight with six enemies, when the tank mops them up in five seconds?



Duck for cover behind your tanks whenever possible.

You can also use your tanks as defense. Think of them as moving cover. Always position yourself on the opposite side of enemies without missiles, with the tank between you, and add support fire as you see fit.

TIP

To ensure you stay in front of the faster-moving tank, stand in its way. Instead of running you over, it'll push you along.

If you can't destroy an enemy tank, don't sweat it. Hopefully, the overwhelming firepower of your three tanks will punch a hole in it. The mission doesn't end if you lose a tank—you just don't gain the special objective bonus—and you don't have to destroy any of the enemy tanks to complete the mission.

THE RUNNING MAN

Set your two teams up in the very beginning while the tanks are idling because once you start running you won't stop. As mentioned before, you *must* get ahead of the tanks to stop antitank missiles from destroying them. That's no easy task when the tanks are motoring at full speed.



Team Alpha runs at full tilt alongside the tanks.

Send team Alpha up the south end of the first street. Don't worry about Bravo for now—leave it at the insertion zone, safe from random explosions and shrapnel. Run Alpha full out to outdistance the tanks. A few seconds into the mission, an enemy detonates the truck directly in front of you with one of his missiles, then your tanks take him down. Don't let this rattle you—it's a scripted explosion that can't hurt you. Continue at a full run up the street. The only time you need to slow is when the lead tank rotates its gun turret to destroy the enemy tank in the Presidential Garden courtyard (halfway up the street on the north side). Your tanks can handle the match-up, so let them destroy the enemy tank and the three supporting enemies. Your job is to not get shot, then bolt as soon as the enemy tank explodes. Even with this lead, the tanks catch up with you by the end of the street.



Wait for the enemy tank to explode to avoid its deadly gunfire.

TIP

Use the three allied tanks to attack the eight enemy guards in the university courtyard.

At the east end of the street, before you turn the corner toward University Square, two enemies take potshots at you. Shoot the guy on the left. He shows up first, and you need to have control of that street corner to set up your attack on the university. Most of the time you can ignore the guy on the right; the allied tanks are right on your heels and gun him down as an afterthought.

The man on the corner isn't selling magazines; he's got his sights on you.

**END OF THE WORLD U.**

The toughest fight comes from the book learners. The enemies defending the university will eat you for lunch if you aren't careful. Don't let all their firepower distract you. As you turn the corner, your eyes should only be set on one person.



Destroy this enemy before he pulls out his rocket launcher on your tanks.

When the tanks enter the university area, one enemy climbs the rubble to the north and lines up a rocket launcher shot. If you aren't seriously fast, he will kill that lead tank in one shot. Shoot him before you do anything else.

Ideally, you're using your demolitions expert. Switch to your M136 and climb the rubble yourself for a clear shot at the enemy tank. Once it's out of the way, stay low and keep yourself alive. Chip in where you can, but let your three tanks do the grunt work.



The enemy is well hidden in the university alcoves.

Should you have to do some work yourself, watch out for the enemy's crossfire trap. Five enemies hidden in the alcoves to the north and three to the south zing you from both directions. On top of that, if you stray too far into the university courtyard, three enemies from down the street (northwest of your current position) will also join the fight. Use your tanks; they have thicker hides than you do. It doesn't take long to achieve objective #1.

21-GUN SALUTE

Bravo's members have been asleep to this point; now you need them to wake up in a big way. From the insertion zone, run up the street and cut in where the destroyed tank lies smoldering. Head for the alley to your right and follow it as a back door into Presidential Square. Before you reach the end of the alley, you see an enemy tank sticking out. Arm your demo expert with his M136 and launch away. With any luck, you'll take one or two enemies with it.



From the alley, zap the enemy tank in Presidential Square.

TIP

Alleys between buildings provide shortcuts to surprise the enemy.

That leaves three or four enemies and a second enemy tank. Gun down the enemies first. Before the explosion, there are two enemies at the gates and two in the bunker immediately to your left when you come out from the alley. Show no mercy and you should have them all in seconds. Even if the second enemy tank notices you and rotates to fire, there's ample cover, like the stone flag pole, which you can hide behind. When you're ready, step your demo guy in front of the blown-up tank to dismantle the second tank.



Presidential Square guards are by the iron gate and behind the sandbags.

When there's no enemy movement left in the square, objective #2 is yours. Wait here for the Alpha members to join up. They should be racing ahead of the tanks, and once they arrive, you're off again for the last objective point. If you don't think they can beat the tanks here, send Bravo on its own to the next checkpoint.



Send Bravo to the next checkpoint if Alpha can't reach Presidential Square before the tanks.

STREETWISE

Only 13 more soldiers to go till you reach your final destination. This next part of the mission takes you through the Village Square and City Park on the way to the cathedral (objective #3). Only one soldier has a rocket launcher, so take things as slow as the tanks will allow.



A four-man patrol congregates around the road divider in the Village Square. A single shot will alert them.

Four enemies infest the Village Square, the next major intersection west of Presidential Square. Run your teams along the building fronts and take advantage of any alcove for cover. Peek around the corner and identify where the enemies set up. They should be near the center of the intersection, usually walking around the road divider. Don't hang out too long—kill them or run to the park and let the tank deal with them.



Get your crosshairs on the final rocket launcher fast.

It's not till the park that you have to worry about the last rocket launcher. Six soldiers lay in ambush, ready to assault either road that merges into the park. The enemies are all over the place, though a clump of them waits directly to the north and others to the east. It's the east you have to worry about—the soldier armed with the rocket launcher is there. Before you leave this area, take a headcount. If you don't come up with six, scour the area for the enemy so you can assure no missiles get fired.

While your attention is on the rocket launcher in the park, don't lose sight of the enemies to your left.



One three-man patrol stands in your way to the cathedral. The men wander the northernmost road, just before the cathedral courtyard, and don't pose much of a threat unless you're careless.



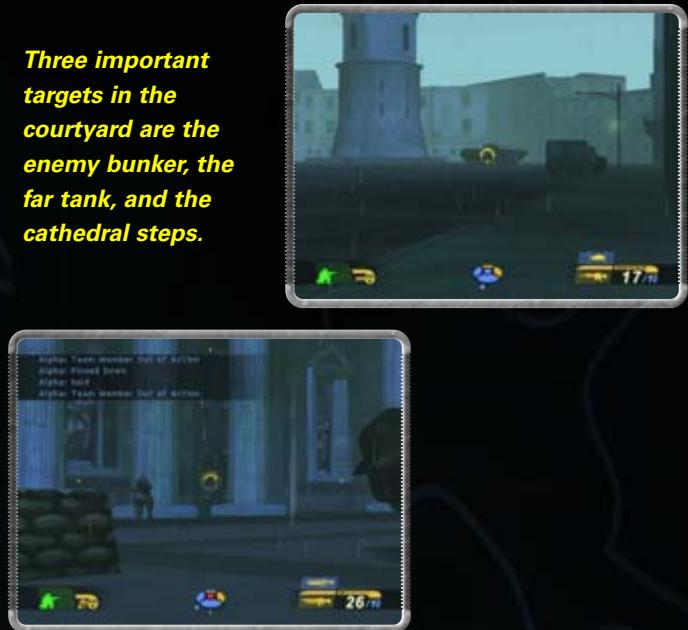
From the protection of the street corner, mow down the three-man patrol stopping you from reaching the cathedral.

HOLY WAR

The final confrontation pits you against six enemies and two more tanks. When you hit the corner leading into the cathedral courtyard, take a quick scan of the surroundings. To your left, you see a bunker and a tank. Don't worry about the tank; it doesn't fire at you right away. Across the courtyard, you see another tank, and nearby out of sight is a second bunker (in the same position as the first bunker, but on the other side). The steps in front of the cathedral hold most of the guards.



Three important targets in the courtyard are the enemy bunker, the far tank, and the cathedral steps.



From the corner, snipe the first bunker guard. Head directly for that bunker, sight extended, and shoot at any enemy that pops his head up. Ultimately, you should position yourself on the side of the bunker for cover. From there, take out the far bunker or whoever is raining fire on you. Once the far bunker falls, it's relatively easy to sidestep so the cathedral pillars aren't in your way, and cultivate a straight shot on the last four soldiers.



MISSION 10: FEVER CALM

If these are the last of the enemies on the mission, you win. If not, get out your trusty rocket launcher and have at the last two enemy tanks so your allied tanks can cruise to the finish line.



If there's no one at the far enemy bunker, look for them hidden between the cathedral steps' pillars.



This mission's hidden soldier, Susan Grey, brings along a second MP5-SD, the perfect silencer weapon for your next mission.

MISSION 11: DREAM KNIFE

Senators have power. And when a senator's son ends up a prisoner of war in a Russian camp, you can bet your bottom dollar there's going to be a search and rescue attempt. Without raising the alarm, you need to sneak into the Ljady P.O.W. camp and retrieve three men unharmed. Start screwing on those silencers.



LEGEND

- ① Objective Number
- Stop Points
- Extraction Zone
- Insertion Zone
- Special Objective

MISSION CONDITIONS

Mission Name: M11 Dream Knife

Location: Ljady, Russia

Date: 09/16/08

Time: 03:00

Weather: Clear (night)

Item Requirements: Silenced weapons

Hidden Soldier: Dieter Munz, support (Weapon 7, Stealth 6, Endurance 5, Leadership 3, armed with an MG3 Light Machine Gun)

OBJECTIVES

1. Secure an entrance
2. Rescue NATO prisoners of war
3. Return to extraction zone
- X. Rescue Moroshkin (unlocks the hidden soldier for next mission)

SEARCHING HIGH AND LOW

Yes, it's another night mission. Night vision goggles are a must, but you may have to take them off for the first few minutes of the mission.



Without night vision, you can't detect the enemy.



Before you can tackle the camp guards, you first have to outmaneuver the searchlights. With night vision goggles on, it's very difficult to see the searchlights on the ground (it's hard enough with your normal vision). You can put your goggles back on after you reach the prison wall, but wait till then.



Freeze when the prison spotlight points at you. When it moves away, bolt for the prison wall.

Head south to about the halfway point between the first entrance and the corner tower with the searchlight. Don't go so far that the guards can see you, but far enough past the tower that its searchlight have a tough time scanning over you. Time your run. Wait until the searchlight starts to swing back to the left, then run to the prison wall. You may have to angle a little so your two Alpha teammates don't stick out too far from the wall.

Trigger the alarm and all the guards in the prison retreat to form a formidable perimeter around the P.O.W.s.



The alarm is sounded if the searchlight or guards spot you. Don't try to shoot out a spotlight—that sounds the alarm too. If your team is detected, the alarm goes off seven seconds later. Now you're in for a major battle—all the enemies take up defensive positions around the hostages. If you sound the alarm on your escape, all the guards pour out to the north and try to prevent you from reaching the extraction zone.

CRASHING THE GATES

You can enter the complex from two different gates. Use the second one to the south, but stop by the first and visit those guards on the way. At this point, make sure your weapons all have silencers, like an MP5-SD or an M9SD.



Clear out the guards at the first entrance so you don't have to deal with them on the return trip.



TIP

The sniper's rifle has a far greater range than his pistol. To gain the range of the rifle with your pistol, zoom in on an enemy with the rifle, then toggle to the pistol without moving. If the enemy hasn't moved either, your pistol will be lined up with the perfect shot.

At the end of each road, there's a guardhouse—one opposite the prison entrance and one near the eastern map border. Each guardhouse holds two enemies. You can bypass these guardhouses by staying clear, but sometimes the extra enemies are drawn into a firefight. The guards from the southeast range out and search the woods, so make sure that they don't surprise you on the trip to the second prison entrance.



The guardhouse enemies patrol the woods, so don't get too close.

As with the first entrance, the second entrance has three guards at the gate and two upstairs in the tower. You can creep in as far as the shadows outside the streetlight. Time your assault so that all three guards are close together, and do not shoot if there is an enemy patrol in the background *inside* the compound. If another patrol spots you, it will sound the alarm, and you'll have a mess on your hands. The same is true for one of the patrol guards; he's a "runner" and will run for the tower door as soon as the firing begins to alert others. You must stop him. Remember, you want secrecy on this mission.



First, remove the three-man patrol in front of the gate, then zero in on the two guards in the tower.



If your troops are really good with their MP5-SDs, you might take out the guards in the tower from outside the prison. Most likely, though, you'll need to sneak in and silence them. Slide up the stairs and get the drop on both guards before they can use their machine guns on you.



Sneak up the tower stairs to snipe the machine gunner.

DOCTOR APPOINTMENT

You're now inside. To the north, the main bulk of enemies defends the P.O.W.s. Head to the west and hope to avoid a major confrontation. From the tower door, scan the courtyard and deal with any enemies that show up. There is sometimes a two-man patrol right outside the door.



Two guards usually patrol the courtyard outside the infirmary.

CAUTION

Careful what you shoot at in this mission. The prisoners are always next to guards, and one stray bullet could kill them.

When the coast is clear, rush across the courtyard to the infirmary on the opposite side. Two guards hold Moroshkin hostage at gunpoint. Slide over to the main doorway until you can get a clear shot at the first guard. Don't miss. Moroshkin stands directly behind the guard and isn't exactly the hardiest human being on the planet. Immediately sidestep into the room and blast the second guard behind the curtains to the north. With those two down, you have rescued Moroshkin and achieved the special objective—so long as he stays alive for the rest of the mission.





Kill the two infirmary guards and rescue Moroshkin to fulfill the mission's special objective.



Hide from the patrols on the road and ambush them from behind.



COMPLEX MANEUVERS

Head back out into the prison complex and watch for guards. Take cover alongside the nearest buildings, the two barracks to the north, always mindful of searching eyes. You can find a patrol on the main road or to the northwest by the P.O.W. pen. It's best to hide from any patrol on the road; it's too easy for them to rally the rest of the complex guards. Instead, hit the patrol when it circles the barracks. You can take out the entire patrol when it cuts between the barracks with an ambush at the corner, or when its members have their backs turned near the clothesline.



You need precision marksmanship for the next part of the mission. Outside the chain-link fence surrounding the P.O.W.s, drop prone and watch the guards' route. You don't want to open fire on them with the hostages standing right in the middle, so wait till the two guards stop and chat on one side or the other. As soon as they separate from the prisoners, take your shot, and take it quickly.





Careful where you aim in the P.O.W. pen. Shoot precisely and you free the prisoner.



Enemies swarm the east and northeast section of this compound. The alarm should not sound if you've been stealthy, which makes retreating a heck of a lot easier. Secure the two P.O.W.s and retrace your steps. Watch for enemies who might show up along the chain-link fence or to the east in the main courtyard. Don't shoot at them; just run for the hills.



Enemies can show up anywhere along the chain-link fence or in the main courtyard to the east.

As you retreat, send Bravo due west of the insertion zone to the extraction zone. There are two three-man patrols that circle the outside of the complex. In addition to the guards circulating inside the compound, you must try and detect these outside patrols as well. Unless you're supremely lucky, they will intercept you. Have Bravo set up on the woody perimeter in front of the extraction zone for this one express purpose—kill any hostiles trying to stop you from reaching the extraction zone.



There are still a dozen guards left to stop your escape.

CAUTION

Remember, a prisoner follows the soldier who rescued him. Should the soldier die, you must "run into" the prisoner with a new soldier to have him follow you again.

Think of yourself as a schoolteacher on the retreat. The A.I. that controls the two P.O.W.s and Moroshkin isn't the brightest. The prisoners can get stuck on building corners, in stairwells, and sometimes they just lose you. Proceed quickly so the enemy doesn't catch you, but stop at defensible positions and double-check to make sure everyone is still together. If you lose a prisoner, he might be difficult to find (or worse, dead), and you'll have to restart the mission.



Check that all prisoners are with you at safe locations.

If Bravo picks off a patrol, you shouldn't run into a hassle on the return trip. The only danger could be the western side of the complex, since none of your soldiers have ventured near it. Even so, it should be very quiet there. Escort the lucky prisoners to the extraction zone and you've made a senator happy and added a political ally for life.



Unlock Dieter Munz and your team gains the services of an MG3 Light Machine Gun.





MISSION 12: IVORY HORN

On the docks, you have to sink some ships. In a night raid on a Russian naval base, you must destroy a Corvette and a submarine, plus some fuel tanks for good luck, to throw the military strength of the Ultronalists in chaos. With your help, the Russian warmongering will soon be over.



A Russian naval base can't stand up long against your rifles and grenades.

LEGEND

- Number of Enemies At Location
- ① Objective Number
- Stop Points
- Extraction Zone
- Insertion Zone
- Special Objective

MISSION CONDITIONS

Mission Name: M12 Ivory Horn
Location: Murmansk, Russia
Date: 09/22/08
Time: 02:00
Weather: Clear (night)
Item Requirements: Demo charges

Hidden Soldier: Scott Ibrahim, sniper (Weapon 7, Stealth 7, Endurance 4, Leadership 2, armed with an M82A1)

OBJECTIVES

1. Destroy Corvette
2. Destroy submarine
3. Return to extraction zone
- X. Destroy fuel tanks (unlocks the hidden soldier for next mission)

WHAT'S UP DOCK?

You get it from both sides straight out of the insertion zone. Three enemy soldiers patrol the north part of the docks, while five Russians safeguard the Corvette. Objective #1 is to sink the Corvette, and you're certainly not waltzing past the three-man patrol without arousing suspicion, so it's time to break out the weaponry.



Keep your attention divided between the three-man patrol on the left and the five Corvette guards to the right.



The Corvette enemies lob a grenade first and follow with a ground assault.



The five soldiers on the Corvette might be hard to spot, so start with the three-man patrol when its route comes closest to you. Shoot the patrollers one, two, three, then quickly swing back to the right side and focus on the soldiers pouring off the Corvette. A favorite tactic of those five is to lob a grenade in the air, then charge at you in all the commotion. One of them sprays the docks with machine gun fire, so be on the lookout for him. You may have to dance around the crates cluttering the dockyard, but eventually the enemy will fall.

TIP

Don't worry about stealth in this mission; the deck's so big that most enemies can't hear what's going on unless it's in their immediate area.

The insertion zone starts you *below* the main dock, which gives you a significant cover advantage. Choose someone, preferably with a machine gun or a sniper rifle, to pick off the three-man patrol at long distance, and climb the initial ramp until your gun tip rests flush on the dock.



Objective #1, the Corvette, has no protection once its five guards are dead. Set the demo charge and vamoose off the ship.





TIP

Take two demolitions experts on this mission so you have double the demo charges.

FIRE FOR THE FUEL

Wind south through the maze of giant cargo holds. Two two-man groups are coming up next. You need to spot them first because a member of each carries a grenade launcher—blink and they could wipe out half your team. You usually stumble upon them just after the third clump of cargo holds.



Two patrols near the cargo holds carry grenade launchers.

There are three free-floating guards in the center of the map, patrolling around the office parking lot. Discretion is the better part of valor here. If you think you can snipe them without bringing others to the rescue, remove the threat so you don't have to deal with it later. Otherwise, pass by quietly and you may not even see them on the return trip.



Three enemies near the fuel tanks have no idea you're coming.

The assault point for the fuel tanks lies to the southwest. Three guards watch the entry ramp, one in the booth to the left and two walking the chain-link fence. Go prone at the range of your scope and crawl in for a better shot. Hit the two outside first. The one inside the booth is a much tougher shot, and you don't want the other two to draw a bead on you while you're trying to pinpoint the booth guard.



Talk about an energy crisis. When you blow these fuel tanks, the Russian Ultranationalists can't even run their mopeds anymore.

Under the fuel tanks, patience should be your watchword. It's very easy for the enemy to sneak up the ramp on the eastern side and catch you unaware. Plus, it's difficult to see when you're standing or crouching. The best game plan is to go prone at the western end and wait for signs of movement. There are four enemies who defend the fuel tanks, though generally they are split apart into two-man teams. Look for at least two to come up to the tanks, and have your sniper deal with them. The second team should be close behind.



The four guards at the fuel tank usually patrol in two pairs.

SUBMARINE SANDWICH

Most of the eastern side of the dock should be deserted now. Of course, that should set off alarm bells in your head—something can't be right.

The enemy has two ambushes planned for you: one in the underground complex that houses the submarine, and the other on your retreat back to the extraction zone. Eliminate the second one on the way to the first one.

Ambush the ambush party that's planned for you.



Just before you reach the submarine complex, there's a building to the south that holds some sort of radioactive material (presumably for the sub's reactor). The radiation isn't harmful, but the four guards preparing to ambush you certainly are. If an alarm goes off on the docks, these four, along with the four enemies in the office building (dead center on the map), sweep onto the docks and blast everything in sight. Do yourself a favor and ambush them before they can tag team you.

The tunnel to the sub can be a deathtrap if you're not extremely fast in close combat.



The next entrance to the north is the submarine tunnel. Wind down and prepare for the fight of your life. Eight guards surround your position, and it's very, very difficult to see them through the metal grating and tight spaces. You have to move fast.



There are submarine guards crawling all over the place.



TIP

Inside the submarine hangar, and in any close-combat fight, don't zoom; you lose too much of your peripheral vision.

Arm yourself with a quick weapon, like the M16, and immediately turn to the right. You can't linger in the doorway; someone will start shooting at you. There is no initial enemy to your immediate left, so you need to take care of business on the right side. Two guards come at you, and don't be surprised if more follow. They can easily gain access from the steel catwalk above. Take them down and move into a defensive position in the right corner behind the wall's thick cover.





After the initial shootout, send Bravo to flush out the enemy.



At this point, bring team Bravo down for added support and to flush out the enemy. As soon as Bravo enters, move Alpha along the perimeter or climb the nearest ladder. If Bravo doesn't find the enemy quickly, you will as you circle for a better shot.



The submarine complex is anything but simple.

With a sigh of relief, your threat indicator eventually turns blue, and you can call upon a demo expert to plant the final charge on the sub. That destroys the sub and completes objective #2, and it also sets off the dock alarms. There's one last test ahead.

HALF AN AMBUSH

Hopefully, you only have to face four more enemies on the way home. You've already killed half of the ambush party before the visit to the submarine hangar, so consider yourself lucky it's only that many.

When you exit the submarine hangar, take a quick glance to your right. There are two guards who patrol that northern dock wing. You should have picked them off on your way south, or on your way to the sub, and don't have to worry about them now. If not, don't let them get a good shot while you face the four ahead.



A four-man ambush sets up outside the submarine tunnel.

The ambush files out of the building to the southwest. The enemy spreads out fast and tries to mow you down or shoot a grenade into your middle. Get your whole team outside, then drop prone so everyone can get a chance to shoot (pull Bravo out too if you have time). If you're good, you can plug all the enemies and not take a shred of shrapnel.

MISSION STATUS

Not every mission can end in a complete success. You can always restart until you get your orders perfect; however, sometimes you just want to move on. That could be the case after the submarine showdown. It's very brutal, and you might have to lose a guy to escape. It's not the end of the world—you've only got three missions to go—and there's the consolation that your soldier gave his life for a noble cause.



Your last specialist, Scott Ibrahim, hefts the building pounding M82A1.



MISSION 13: ARCTIC SUN

"Hit them hard and fast and get out as quickly as possible." According to your commanding officer, that's the best way to approach this mission, and who's going to argue? Your job is to destroy a new experimental fighter prototype, the S37 Berkut, as well as Russia's latest attack helicopter, the Ka50 Hokum. Just because your intelligence reports say it's lightly guarded doesn't mean you shouldn't pack back-up frags.



LEGEND

- ① Number of Enemies At Location
- ② Objective Number
- Stop Points
- Extraction Zone
- Insertion Zone

MISSION CONDITIONS

- Mission Name:** M13 Arctic Sun
- Location:** Arkhangel'sk, Russia
- Date:** 10/03/08
- Time:** 04:00
- Weather:** Cloudy (night)
- Item Requirements:** Demo charges
- Hidden Soldier:** None

OBJECTIVES

1. Destroy junction box
2. Destroy S37 Berkut
3. Destroy Ka50 Hokum
4. Reach extraction zone



BLOW UP THE BOX

It's not a subtle thing you're asked to do. You have three targets, the first of which is the junction box, and they all have to blow within about five minutes of each other.

You eventually head due north to the control tower building. Still, you must always be mindful of the enemies around you in case they get uppity. To the east, way in the distance, you see a firehouse. A two-man patrol walks the backyard out of sight. They can easily be avoided. However, if you want to eliminate their submachine guns from the picture, knock them off early, then backtrack to the insertion zone area.



As you head north, take a look northwest across the airfield. You will hit those targets later. In the meantime, watch where the enemies are congregating. Not only does this help you plot a course when you visit the west side of the map; it also can cut down your chances of taking a wound. For example, don't open up on the enemy team patrolling around the junction box if someone on the airfield can see you. That's just inviting trouble.



A four-man patrol circles the office building and the control tower building. Don't mess with these folks. One shoots a machine gun, another a grenade launcher, and they can be deadly accurate. Bide your time until they pass the corner and begin their route up the street between the two buildings. Follow them carefully, and when you think you have a good shot at their tails, unload with everything you've got.



Objective #1, the junction box, is halfway up the wall outside the building. So don't walk right by it, searching for a door *inside* the building. There is no such door, and you will likely get shot by the guards on the airfield.



TIP

Don't get jumpy. Half the enemies on this map are inside buildings, so your threat indicator might be red without an immediate confrontation.

HOKUM HANGAR

Expect a guard at the door to this hangar, and he's armed with grenades. Take him out first, then hang a right and head upstairs. At the top of the stairs, snipe the guard near the railing. He's not quick on the trigger and should go down fast.



Your first two targets in the Hokum hangar are the guard at the door and the first guard upstairs.



Drop prone and start firing over the ledge. There should be three to four soldiers left on the ground floor, but they're tough. Each is armed with a carbine (instead of an assault rifle) and hand grenades to throw. Fortunately, it's a super-difficult throw to bounce it up on the balcony near the stairwell. Don't bother with your own frags—it's better to zoom and fire.



After you finish off the ground-floor enemies, hunt down the last two on the second story.



When the ground enemies fall, scour the second floor for two more enemies. Dodge around corners and shoot at any heat signature. Once the threat indicator turns blue, head downstairs and plant the explosive charge on the Hokum to complete objective #3.

You thought the encounter was over, right? Well, maybe if you hurry. Once you plant the demo charge on the Hokum, six enemies from the neighboring building rush into the hangar to reinforce. You have a choice: fight or run.



Expect fierce reinforcements for the Hokum hangar after you plant the demolitions charge.

If you do fight, it will be a big battle, so take up defensive positions around the hangar. You should leave at least one team on the second-story balcony and another behind whatever crates you can find. You can catch many of the enemy in a crossfire this way.

CAUTION

The enemies on this mission like to secretly reinforce. Almost every building has some hidden danger.



AIRSTRIPO ASSAULT

If you run from the Hokum hangar, move quickly. You don't want the reinforcements sniping at your back. Head to the hangar's western door and take defensive positions outside the building (prone and against the wall is fine).



Use your sniper to kill the airfield enemies to the southwest.

To your left, you have three or six enemies. Most likely, it's three. Three of the six are in a wandering patrol that helps out on the eastern side of the map. You might have already had to deal with them when you attacked the four-man patrol by the junction box or the single guard outside the Hokum hangar. If this is the case, you have less to deal with now. If not, your sniper has to pull double duty.

Zoom in with your sniper for a head shot on the closest target. Repeat with the second two if possible. Hopefully, the rest of your guys have good shots and join in to make it quick. As soon as the soldiers to the southwest fall, get up and book toward the plane in the middle of the field.



On the move, you have to knock out the four guards to the airstrip's north.

Be on guard here. Four hostiles patrol the northern section of the fields. You need to move toward them and take them down at the same time. Remember, six enemies are reinforcing behind you in the Hokum hangar (if you haven't killed them yet), and you don't want anyone shooting at you while you're vulnerable. The four should fall without too much effort—there's very little cover for a successful retreat.

SECRET HANGAR

The last objective is the top secret S37 Berkut. As you'd imagine, the experimental Russian project is heavily guarded. Don't be fooled by the hangar's stillness when you first approach.



Unless you zoom in close, you can't tell the S37 Berkut hangar has guards at all.



Five soldiers defend the Berkut, and they aren't shy at all. They charge you, guns blazing. You might end up fighting the entire fight from the hangar doorway; they seldom give you a chance to do anything but fire. Keep your teams behind you, and use the doorframe as cover. Go prone the second you hear gunfire. By the end of the fight, if you haven't seen the whites of the enemy's eyes, you're an expert.



The Berkut guards charge the moment you fire.

The Berkut may look like a beautiful, sleek craft, but it's got to go. Plant your last demo charge and finish objective #2. Now you just need to return to the extraction zone, but it won't be a cake walk.



One explosive charge finishes the Russian's new experimental plane.

ONE LAST TRAP

Four enemies in the hangar south of the Berkut hangar make your life a struggle. Once you plant the charge on the Berkut, they take up defensive positions on the airfield and try to surprise you with a few shells to the head. Considering that two have grenade launchers and one a machine gun, that might be really bad.



The last ambush is on top of you before you know it.



The two guards who seal off the extraction zone aren't a problem for your crack teams.



TIP

Before a fight, always scan the arena for the best cover and use it.

Proceed cautiously out of the Berkut hangar, and scan for enemies to the south. The trick here is to identify where they're located. If you can zero in, you can either snipe them at long range or find some cover to shoot at them. Whatever you do, don't charge to the extraction zone until you've dealt with the ambush. You can't outrun them.

When the coast is clear, head south to the extraction zone. There should only be two soldiers guarding the zone. After what you've been through recently, you can mow them down with your eyes closed. Rest for a second, bandage your wounds, and be glad that you won't see another plane on your tour with the Ghosts.





MISSION 14: WILLOW BOW

The Ultranationalists have one large army left. In the hills of Toropec, the radical Russians have set up their big defensive stand. The Ghosts need to escort two Bradley tanks into the region, control three key strategic points in the mountains, and wipe out the military camp on the other side. If you can manage all that, you've broken the enemy's back.



LEGEND

- ① Number of Enemies At Location
- ① Objective Number
- Stop Points
- Allied Troops
- ◇ Allied Tank
- Insertion Zone

MISSION CONDITIONS

- Mission Name:** M14 Willow Bow
- Location:** Toropec, Russia
- Date:** 10/23/08
- Time:** 13:00
- Weather:** Snow
- Item Requirements:** None
- Hidden Soldier:** None

OBJECTIVES

1. Take north pass
2. Take south pass
3. Take top of the hill
4. Neutralize Russian camp

MOUNTAIN CLIMBING

As with mission 10 when you had to protect tanks in the streets of Vilnius, your job here is to safeguard the Bradley tanks up the mountain range. However, this time you take a more aggressive role and kill most of the hostiles before the tanks can even sight them.

TIP

One tank is better than two on this mission. It's easier to protect just one tank in the mountain passes.

To make life easier, don't activate the south Bradley tank. Why? Yes, the tank adds an incredible amount of support fire. Yes, it's nice to send the armored beast into a nest of enemies and not have to do a lick. However, you've got to keep the pesky things from getting blown up. Since your troops kill the brunt of the enemies, it's a headache to keep track of the extra tank.



The Ghosts are backed up by Bradley tanks on this mission. Think resistance will be tough?



Your movement is through mountain passes. Keep Alpha and Bravo on opposite sides of these narrow passages. If an enemy shows up in the middle, you have an instant crossfire. By advancing on either side, you lessen the chance of being blindsided by the enemy—one of your teams should spot them. For additional backup, you can always swing Alpha or Bravo away from their sides to lend support fire.

You don't need to fight the three guards by the log cabin. Save your energy for the other 37 hostiles on the map.



Should you charge up the southern pass and activate the south Bradley tank, you will quickly run into a log cabin. Three hostiles don't take kindly to strangers. They patrol their property's eastern edge, so you can frequently catch them at the building's corner. Unless you have an overwhelming compulsion to wipe out all enemies on the map, avoid this encounter.

HOUSE ON THE HILL

Head to the eastern pass and travel toward the north pass objective point. You don't hit resistance until you cut into the second gap. As you climb the hill, scan for three enemies on the plateau to your right. They might take a potshot at you from up high, but they prefer to hide in the trees and bushes and wait for you to head toward the north pass house. If he can, the one with the grenade launcher drops a frag into your team.



Three enemies on your way to the north pass try and hit you from behind.



Another enemy house sits at the top of the hill near the north pass objective. Two teams of two patrol the grounds. One team engages you at the corner of the house where it can take cover against a rocky outcropping. Deal with that, but also keep your eye on the second patrol. It either backs up the first patrol or circles around the house and hits you from the east.





The four enemies at the house tend to attack from the southwest corner.



Throughout all of this, one of the enemies on the top of the hill (objective #3) fires down on you with a sniper rifle. Try not to proceed too far up the hill so you only have to fight the four house enemies first. After they fall, you can turn your attention to the sniper on the hill.



Beware the sniper on the hill. He's a great shot.

Also, don't wander too far east (toward the low-lying rock wall), or you'll draw the north pass enemies into the fight. Just like the assassin on the hill, one member of the north pass two-man patrol has a sniper rifle, and you don't want to be pinned down between those two guys.

CAUTION

Never charge into a situation and activate all of the surrounding enemies. Why do you want to fight everyone at once?

With all of this going on, a three-man patrol guarding the pass to the top of the hill comes down and reinforces the house enemies. One has a grenade launcher. He shoots several grenades if he has no fear of hitting his fellow comrades.



Finish off the last two-man team and the north pass is yours.

Assuming the house guards are all dead, turn your attention to the hill sniper and pick him off with your own sniper. Then duck against the west side of the house and unload on the three-man patrol heading down to reinforce. After the three-man patrol falls, turn your attention to the second sniper. If you've managed to stay out of sight for a while, the two-man north pass team will get impatient and head down from its perch to try and outflank you in the north. Take cover by the rock walls or inside the house's stone porch and pick off the last two enemies.

You might take casualties here. The good news is you will most likely fulfill two objectives at once, the top of the hill (objective #3) and the north pass (objective #1). If not, trudge up the hill and mop up the one or two enemies that remain. All of this craziness should happen before the allied tank even crests the north pass hill.

SURPRISE PARTY

Take a tip from the enemy snipers and abuse the top of the hill terrain. Since the enemy has two machine gun nests defending the pass, assault them from the eastern hilltop instead of at tackling them head on.



Shoot the dangerous western machine gun nest before turning your attention to the lone guard in the eastern nest.



Head southwest from the top of the hill till you see the pipeline crossing the mountains. Follow the pipeline and you come to the cliff where you can shoot down on the enemy. Watch for a two-person patrol on the cliff opposite you; one of the guards has a sniper rifle that can easily reach you. Usually, these two come down from the hill and become your last targets.



The two-man patrol near the south pass has a sniper.

Focus on the two machine gun nests. If you've crept to the cliff's edge, they might not have noticed you yet. Keep it that way till you've lined up the perfect sniper shot on the western machine gun nest (the one that can shoot back at you). Kill these two before turning your attention to the guard who mans the eastern machine gun nest. If you play it right, he can't even line up a shot against you. Walk along the cliff until you can hit him with a sniper blast. The second objective should trigger, and you're on your way to the Russian camp.

DEATH CAMP

You can't leave your tank friends out to dry. The next two encounters have rocket launchers. If you don't remove them in a timely fashion, say goodbye to the Bradley tank.

Double back to the north pass and head south. On the far side of the big rock, two three-man patrols prepare for the coming tank. One of these patrols carries an antitank missile and climbs the rocks behind you to destroy the tank if you can't stop it.



Two patrols wait for the allied tank south of the north pass, and one of the enemy teams carries a rocket launcher.



It doesn't matter which team is which—wipe them both out with impunity. The second team, the one without the rocket launcher, uses a grenade launcher. That's not much fun either, especially if the enemies can get some altitude on you and rain bombs from above. If you've followed this section's strategy from the beginning, you don't have to worry about your second Bradley tank being destroyed, so it's important that these enemies be annihilated before moving to intercept any others.

Next stop is the plateau above the enemy encampment. To the west lies a range of machine gun nests. To the south, you can see a shack and probably an enemy group. If it's a two-man group, it has the second rocket launcher. Kill that group first if you can. A second enemy group, comprised of three guys, tends to watch the pass to the west in hopes of taking your tank division off guard. If you see them, fire away.

MISSION 14: WILLOW BOW



Before you tackle the camp's machine gun nests, take out the enemy patrol by the shack. It has the second rocket launcher.



When there are no enemies in sight, head to the area with the shack. Two cautions here: first, the second enemy patrol could still be in the area; second, the machine gunner to the east is an amazing shot. Stick your head out for a second and you'll lose it. To take the camp, you need to successfully navigate down to the rocks east of the shack and obtain a better shot on the machine gunner. Otherwise, he'll eat you alive.



The camp's machine gunner might be the best enemy shooter in the game. You have to get closer to beat him.

Once the area around the shack is clear, throw your team up against the east rocks and slide along to the south till you get a clear shot. Of course, the machine gunner has to die first, or your team won't be alive to hunt for any others. After he falls, snipe at the last four to close out the mission.



The remaining enemies try to stop you, but you need to get to the rocks near the Russian camp so you can wipe out the five soldiers manning the machine guns.



If you're having trouble, turn to your M203s or OICWs and arc some grenades over the hill. You'll either score kills or scatter the enemy away from their sandbags. Once routed, you shouldn't have as much resistance. Capture objective #4 and you're on your way to Moscow.



Well-placed grenades always end the mission faster.



MISSION 15: WHITE RAZOR

You know things are bad for the Ultranationalists when your team sits in Moscow. Before you can take out the Kremlin, U.S. troops are pinned down by the enemy in the medieval quarter. Save their bacon, then stroll over to Red Square for the final battle.



Moscow's streets look quiet—that's because you haven't seen the tanks yet.

LEGEND

- ① Number of Enemies At Location
- ② Objective Number
- Stop Points
- Allied Troops
- Insertion Zone
- Tank

MISSION CONDITIONS

Mission Name: M14 White Razor

Location: Moscow, Russia

Date: 11/10/08

Time: 11:00

Weather: Snow

Item Requirements: Two rockets

Hidden Soldier: None

OBJECTIVES

1. Relieve pinned-down troops
2. Take Nikoskaya Tower
3. Take Spasskaja Tower
4. Avoid civilian casualties

RUSSIA IN THE WINTERTIME

The first half of this mission is no more challenging than basic training. The hardest part is holding back from plugging a civilian so you can complete objective #4. You can combat as few as five enemies before the grand finale. Good. You need to conserve your strength.



Without cover, the first enemy patrol doesn't have a prayer.



Head southeast to save the U.S. troops. Only one patrol—three men armed with a machine gun, grenade launcher, and semiauto—stands in your way. They traverse the south street behind the apartment buildings. Cut down the street after the second building and watch for the patrol at the corner. Drop prone as soon as you catch a glimpse. It's tough for the enemies to find cover, other than some partial protection in doorways, so they should drop without Alpha or Bravo taking a slug.

CAUTION

Russian civilians run in front of you, even during a firefight. Watch who you shoot.

Wind through the streets till you reach the large park. Don't bother trying to pick off enemies from long range. They are invulnerable—as are the U.S. troops—until you pass the trigger point about halfway down the last street leading into the large park.



Shoot the Russians, not the Americans.



Once you cross the vulnerability threshold, gun down the four enemies quickly before they get a chance to use their machine gun. Snipe the one at the back of the car and, at a run, circle the car looking for additional shots. The U.S. troops are effective and usually wipe out the Russians without much help from you.

NOTE

On the map there are two enemies in the northeast who aren't really there—at least at the start of the game. When you enter Red Square, they spawn and chase you down from behind. Count on a couple of extra enemies to throw things into chaos for the final battle.

TO RED SQUARE

There are two entrances to the building in the south. If you take the eastern entrance, you will have to fight two additional enemies in cramped conditions. Both entrances lead to Red Square, so veer southwest and cut down your workload.





You don't need to kill these two guards. You can take the shortcut through the building's second entrance.



There's a small foyer at the top of the steps. Open the door on your right and enter the small corridor. At the corner, prepare for a guard as you start up a ramp. If you're fortunate, he's on his return route with his back to you. After that guard drops, there's a second at the top of the ramp on the right side after the crates. These are the last two guards before you hit Red Square proper.



Polish up on the last two guards before Red Square. From here on out, it's no picnic.



GREMLINS IN THE KREMLIN

You're about to throw a monkey wrench into the Ultranationalists' remaining hardware. One last run through the tanks and machine guns fortifying Red Square and you can retire permanently.



At long last, you've made it to Moscow's Red Square.

Switch to your demolitions expert and get both Alpha and Bravo ready to go in the small alcove. A lot is going to happen before you even look out across Red Square. Be prepared to do things in rapid-fire order.

First, turn the corner with your demo expert and drop prone. Make sure the rest of Alpha is out in the street with you. Do the same for Bravo, sticking as close to the wall as you can. Eventually, you see a tank—the first of two you have to destroy.

The Nikoskaya tank must be destroyed before you can proceed into Red Square.

Second, a band of four or more enemies charges around the corner. There are 11 floating enemies on the west side of the square, and many of them engage you on this street. Stay put and clip as many as you can as they round the corner.



Hit the Russians when they round the Red Square corner.

Third, switch to your antitank missile when the enemy tank turns in your direction. With all the destruction at the corner, the tank changes its direction to rain some shells on your teams. As soon as it does, your priority as demo expert is to take out that tank. Let your other five soldiers cover you if any other enemies show up.



Rise to a crouch and prepare your antitank missile when the enemy tank turns in your direction.

Fourth, launch the missile and don't miss. It's death for you if that tank shoots back. Odds are you won't get a second missile off with all the other firing that's going on.



Kill the tank or it kills you.

Inch your teams into the street and widen their arcs of fire into Red Square. They support you as you head to the corner and take out the machine gun nest to the south.



Your sniper can pop enemies across the square if you give her the shot.

Move to the corner, but don't expose yourself to the main section of the square yet. You need to cut down the machine gunner straight ahead, or he'll mow down your whole squad. Waste a whole clip on him if you have to—whatever it takes to knock him down fast. If you don't, expect heavy resistance to round that corner again.



When the last of the 12 enemies on the west side of Red Square drops, you have taken Nikoskaya Tower.

Cut across the courtyard, past the demolished bus, and head for the giant debris pile directly in the center. You have five different enemy targets to worry about. To the north, a four-man team tries to ambush you. Two machine gun posts lie to the southeast (the first, mounted machine guns out in the open; the second, a machine gun behind sandbags). To the south, a four-man patrol walks behind a brick wall. Far back in the eastern section of the square, the second enemy tank cruises with a four-man escort. All the enemy teams come equipped with a wide variety of hand grenades, grenade launchers, and submachine guns.



On the east side of Red Square, the two-man patrol goes first. They are closest to the vacant mounted machine guns.

Drop the two-man patrol near the center rubble pile. If the patrol reaches the mounted machine guns nearby, look out. When you kill one soldier, the guards to the south by the brick wall become alerted and take up defensive positions. Grenades work wonders here, as does the sniper if you have a little extra time.



Don't let the four-man patrol from the north flank you.

Swing your attention to the north. That four-man patrol now tries to outflank you. As its members weave in and out of cover, stop them before they can get the angle on you.



The last of the soldiers tries to hammer you with the remaining machine gun.

TIP

Include two demolitions experts with M136s in your outfit. To beat this mission, you must eliminate both enemy tanks.

After you've dealt with the north patrol, scan around the center debris. There is a machine gun nest directly ahead. Usually one enemy mans it, but if the patrol that usually guards the tank has heard gunfire, it will join the party. Shoot anyone who tries to man the machine gun, then send Bravo up to the next debris pile. Keep spread out in case of grenades, and work your tag team magic on the enemy. There should be less than half-a-dozen soldiers defending the square at this point. Set them up for a crossfire and you're home free.

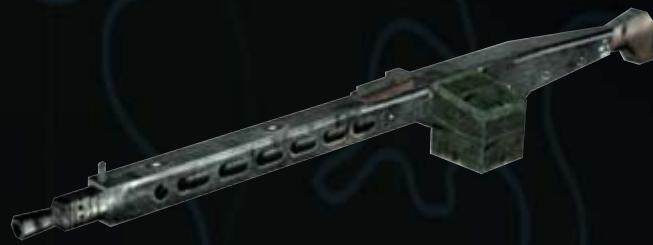
The only thing stopping you at this point is a dead demolitions expert. During the heavy firefighting, keep at least one demo guy out of harm's way. Imagine your frustration if you blow apart all 27 enemies in Red Square and come up short because you don't have a rocket left. With the enemy soldiers wiped, you have the luxury of lining up a picturesque shot.



As the last tank falls, so do the Ultranationalists.

MISSION IMPROBABLE

Group hug time. You've accomplished the next-to-impossible and succeeded at 15 different covert missions with the odds stacked incredibly against you. Enjoy your well-earned vacation. Unless there's another political disaster—another warlord invasion, say, in Africa—the American people probably won't need you for a while.





MULTIPLAYER

Which is more fun—controlling six soldiers or just one? When that one soldier links with five other human players to complete a mission, the answer is obvious. You can forget about coaxing the A.I. to complete a particularly complex maneuver and concentrate on your crucial role in the team. Equally fun, you can jump into a chaotic free-for-all game of "Last Man Standing" or "Hamburger Hill" with dozens of other players. There are only 15 missions in single-player mode; there are a million scenarios in multiplayer.



You and your friends can play missions together live or gather teams to duke it out.

BASIC TRAINING, AGAIN

For those of you who graduated through all 15 single-player missions, get ready to forget everything you know. There's a vast difference between the solo and multiplayer experience. It's not just that you pit your wits against other humans; many of the strategies that apply to mission-based teams don't apply in the multiplayer arena. The following are some fundamental changes.

You don't want to have tunnel vision. Adapt your single-player strategies to multiplayer or they'll be a huge barricade.



MOVE, MOVE, MOVE

You tend to take things slowly in single-player. Most of the missions do not have a clock, so you can leisurely scout out the enemy, set up your attack plan, hide in cover, fix your sniper scope on the biggest threat, then initiate the battle. Not so in multiplayer. Do you think the other human opponents are going to sit around and wait for you?



Think of multiplayer games as a marathon. You should always be running.

In multiplayer, you almost always want to move. Keep moving so the enemy player or team can't get an accurate fix on you. If you see a group of enemies, circle and flank them as you fire. It makes you a difficult target to hit.

In cases where you're assaulting an enemy outpost or there's a target guarded by the enemy, you might apply the lessons learned in single-player missions. If you have time, you can set up a long-range shot. Otherwise, pretend you're on a vigorous exercise program with no breaks.



Going prone under fire still provides the best protection.

That's not to say prone is a bad position. When you spot an enemy in a place you can't move from—he might see you if you bolted, for example—or he knows exactly where you are, then dropping prone is the best course. Prone takes the best advantage of the cover around, and your foe has to readjust his aim when you change stance. Hopefully, you can plug him during that precious moment.

NO RIFLES

The advantages of long-range rifles are lost in fast-paced multiplayer games. The sight's still excellent for scouting, but most of the maps you play on are smaller than the mission maps, and everyone already knows them inside and out. Plus, the blind spot around the edges of a sniper rifle can be deadly when you need to react quickly. The worst disadvantage, however, is the reticle pips that close very slowly. Pinpoint accuracy means nothing when you get shot three times in the heart first.



The pinpoint accuracy of a sniper rifle doesn't matter in the fast-paced multiplayer world.

Avoid the machine gun too. Generally, you have poor accuracy and poor zoom with machine guns. They reload slowly. Unless your express purpose is to play a support role and lay down cover fire for your teammates, leave the belt ammo at home.



Tempting as a machine gun may be, leave it at home.

The best weapons are carbines. The reticle pips close the quickest, which means greater accuracy, and they don't spread out as far when you fire at full auto. Try the M4 on smaller maps and the SA80 on larger ones. Though technically assault "rifles," you can make do with the M16 and OICW. They're faster than their cousins and therefore don't have the same drawbacks.



Carbines like the M4 are the quickest, and best, on the battlefield. In a pinch, the M16 will do.



A GRENADE IN HAND

Given a choice, frags should be your backup weapon. Especially in a large multiplayer game with lots of potential targets, a fragmentation grenade can do in one explosion what a handful of bullets might not be able to do. Keep in mind that you can lob grenades over hills, through trees, even bank them around corners in an office building. There really is no downside, except, maybe, if you get shot in the act of tossing one, you could end up burying your teammates.



Grenades can do serious damage if you learn how to use them correctly.



KNOW THY MAP

You can bet everyone else knows each stream, cave, and city street on the map, so you had better memorize them too. Where can you find cover fast? What's the best ambush point? What are the shortcuts? In order to take advantage of hiding spots or the high ground, you must know the terrain like the back of your hand.



The open field isn't ideal for combat. But where's the best place to hide on a map?



Heard of camping? It's not kicking back in a tent and toasting marshmallows around the fire. It's the multiplayer practice of sitting in the best spots on a map. On map number one, Papashvili's turf, players camp on the high ground to barrage anyone below them. On map number five, the Gold Mountain map, who can resist the mounted machine guns on the second story of the bank? You need to know the favorite camping spots so you can either utilize them yourself or plan around others doing so.



Where's the best place to camp? Not around a fire, but on the most tactical map areas.

Finally, remember all the insertion points. This helps speed up your attack plan. You can immediately take off without having to toggle on the map and figure out which way is north. You also have the advantage of knowing the starting position of the enemy. From there, you can better anticipate the enemy's movement and attack strategy.



You should learn all map insertion points to better plan your initial strategies.

COMMUNICATION BREAKDOWN

In single player, you are the voice of authority. You tell the five other computer players what to do, and they do it. It's not the same in multiplayer. Everyone else on your team has a mind of his or her own. You need to communicate effectively with them, or you'll be like ducks in a shooting gallery. Appoint one person the captain, and if you get into a disagreement, resolve it quickly, or the enemy will outflank you.



Unless you want the enemy sneaking up on you, communicate efficiently with your teammates.



Will you assault Papashvili's caves the same way with human teammates?

MULTIPLAYER SCENARIOS

There are dozens of multiplayer variations that don't involve mission setups. From giant firefights to search-and-rescue attempts to battles determined by most kills, the games are endless. Which scenario will you jump into first?



On split-screen play, you and a friend join forces against the computer enemies.

FIREFIGHT

Players must defeat a map seeded with random enemies. These are brutal fights. No slinking around the map. Once you engage the first enemy, the rest tend to zero in for the kill.



"Firefight" is exactly like it sounds—fight all the enemies on the map, sometimes at the same time.

ADVERSARIAL

Your standard "deathmatch" equates to adversarial mode. You run around the map and try to blast the other player or players. You can set the kill limit from one to infinity to end the game. You can also set a time limit. Tournament mode works similarly, but you have to win a certain amount of matches to be crowned champ.



Search out the other players in adversarial mode. The one with the most kills wins.

MISSION

Go through the 15 single-player missions with partners. Try different strategies from the first time through playing solo. Break up into small teams and take out objectives simultaneously. Experience the same stories from a new perspective.

HAMBURGER HILL

Spend as much time as possible in a designated location. Usually this location has minimal cover, so expect to dodge a lot of bullets. Whoever spends the most time in the zone wins.



Spend the most time on Hamburger Hill, without becoming dead meat, and you win.

LAST MAN STANDING

As you would guess, the last player alive on the map wins the game. Unlike adversarial mode, where the number of kills counts, staying alive is all the matters in this variation. To discourage cowards from hiding out to the bitter end, a time limit is usually set.



Take no prisoners in the "Last Man Standing" variant. You want to be the final player alive.

SEARCH AND RESCUE

Race against the other players or teams to rescue hostages randomly placed on the map. Sometimes killed players who respawn serve as "hostages." The first player to return the hostages to the insertion zone wins.



Save hostages to win in "Search and Rescue."

THE MAPS

As discussed before, you must have intimate knowledge of the maps or you won't get anywhere. Here are some camping tips on each of the multiplayer maps available.

MO1 CAVES

Head to the high ground. The top of the mountain provides an excellent view of the valley below. Don't get trapped inside the bunker, unless you know you have support to the rear.



Prepare for lots of trees on the first map.

MO2 FARM

Don your night vision goggles and run for the farmhouse. It's very defensible with its ample windows, garage, and cars as cover. You can also hold the woods by the insertion zone if you have a lot of troops.



Good luck finding the enemy in the second map's darkness.

MO3 RR BRIDGE

Without tanks bearing down on you, the Georgian HQ with its machine gun nest is the perfect camp spot. Don't get caught on the railroad bridge; you can get picked off from either side and from the road below.



Tanks ruined the third map's HQ the first time around, but not in multiplayer mode.

M04 VILLAGE

The map might be named the "Village," but you want the bridge. If you can secure the bridge on the insertion zone side, it'll be darn near impossible for any enemies to break through. With enough support, you can hold out the village for a while too.



Lock down the bridge to take control of map #4.

M05 EMBASSY

The fifth map has many places from which to lay down heavy fire. The best place is the embassy with its reachable rooftops for sniping and its walled grounds. Coming a close second are the tight alleys and the underground parking lot.



Set up snipers on the embassy roof and you're golden.

M06 CASTLE

This map makes for an interesting game of "siege," as you literally have to storm the castle. Of course, the castle can be an impregnable fortress with enough muscle to guard each entrance. If you don't have that many team members, aim for the ruins that hold the communication station. It's a fortress within a fortress.



Take the communication ruins and you only have to worry about attack from the west and south.

M07 RIVER

Forget about the Russian camp. The best place to defend is the bridge, or you could try any number of spots along the river. The northeast and southwest corners of the map are too wide open.



Since the river is impassable between the coasts, there's not much unaccounted for real estate in these areas.

M08 BATTLEFIELD

This map's wide open. Any of the ruins can serve as temporary cover, but you need to keep moving to keep the enemy confused. The eastern artillery is okay, but the northern artillery zone can see more of the map. It's really potluck with this fog-shrouded map.

If you don't have to worry about escorting a tank through the village, your best hiding spot is by the northern artillery.



M09 SWAMP

You can hide anywhere in the swamp and be effective. Some of the camouflage bunkers make nice pit stops; however, the best fixed location has to be the Russian officer's house.



Like an alligator, you can cruise the swamp waters and hunt prey.



M10 VILNIUS

Besides the alleyways, the cathedral courtyard is useful because it contains two machine gun nests. The university's nice for its alcoves on either side to watch the street. Don't fight long in the park or Presidential Square.



The machine gun nests in the cathedral courtyard are to die for.

M11 P.O.W. CAMP

The P.O.W. map is one big fortress, so you want to control the inside. The guard towers are defensible and grant access in and out of the compound. Otherwise, hunker down in a building.



Get caught out in the open inside the P.O.W. camp and you'll be D.O.A.

M12 DOCKS

As you know from playing the twelfth mission, the submarine hangar can be a killer. Set up inside there and no one's getting in. The fuel tanks can also be prime real estate—they offer lots of cover and a great view of the south half of the map.



The upper docks are not the place to be unless you want to beg for mercy.

M13 AIRBASE

All the hangars can be defended. The Hokum hangar provides the most options since its second story can provide strong cover fire against invaders trying to storm the bottom floor.



With its balcony, the Hokum hangar gives you the best survival odds.

M14 MOUNTAIN

The third objective isn't named "top of the hill" for nothing. With so many plateaus and canyons, it's safer to be higher than everyone else. Any place the computer enemy snipers sit, especially the top of the hill, works for you too.



Staying low near the houses will get you killed. Head for the hills on the fourteenth map.

M15 RED SQUARE

The very southeast corner of the map, the brick wall and machine gun nest in Red Square, can take on any comers. If you get stuck in the middle of the map, head straight for the narrow passages that connect the northern section to Red Square, and hope the enemy didn't get there first.



Firefights in the streets are suicide on the fifteenth map. Try the southeast corner of Red Square.

THE SPECIALTY MAPS

Ten specialty maps have been added to enhance multiplayer play. These maps are smaller than the mission maps and make for intense fights.

On map MP01 River, a river divides the terrain equally and can only be crossed in two spots. Secure these crossings and pick enemies off at range.

Night Battle, map MP02, can scare the living daylights out of you. Fighting jets scream overhead, fires burn across the blasted landscape, and artillery fire flashes in the clouds. Take advantage of the ruins and craters for cover.

Jump from crater to crater on the Night Battle map.



Train Wreck, map MP03, contains two machine gun nests on one end, a derailed train on the other, and plenty of balanced terrain between the two. Race for one side or the other and work your way toward the middle.

Take advantage of the higher ground and dense foliage on map MP04 Valley. It's always easier to shoot downhill, and you can see much farther than the opposition.

Often you start right on top of the enemy with map MP05 Docks. Run for cover immediately, and eventually make your way to one of two buildings you can enter, or the ship.



After the initial firefight, take over the ship on map MP05 Docks for maximum security.

Think daytime for mission six and you have map MP06 Castle. It's a smaller modified version of the original map. You still want to head into the castle, but with no communication station, your best inside one of the houses with point people at every window.

On map MP07 Stronghold, head for the stronghold. Depending on the strength of the enemies against you, it's possible to abuse the twin machine gun nests in the middle or any of the towers. For pure protection, lie prone in the doorway to the long building, where you can see the whole stronghold and not risk a shot in the back.

On map MP08, it's all about wilderness training. You can use the houses as big cover. Most of the time, though, you want to keep moving and pinball from tree to tree as you flank the enemy.



The training facility can also double as a multiplayer map.

Contrary to its name, there's a lot of open space on the Wilderness map, MP09. Follow the tree coverage where possible, and don't get suckered into one of those wooden mazes unless you want to ferret the enemy out.

You're back where you originally started. The barbed wire, obstacle-course wall, and firing range double as a multiplayer arena. If only the tutorial weapons came with the map.



THE SPECIALISTS

Trained and proven under the most rigorous of missions, the Ghosts' 12 specialists are the best of the bunch. They're ready to go with better stats than your regular soldiers—Dieter Munz has a seven weapon skill!—and wield the most high-tech weapons on the market. When Astra Galinsky shoots an enemy from halfway across the map with her SVD, you'll wonder how you ever got along with a plain old sniper rifle.

Each specialist can be unlocked by completing the special objective for the appropriate mission. Prevent the Georgian headquarters from taking hot lead from the enemy tanks on mission three and Jack Stone joins your team. Eliminate the Russian military camp in mission seven and support soldier Guram Osadze, armed with his RPK74 machinegun, brings some much-needed firepower to your platoon.



Astra Galinsky



Buzz Gordon



Dieter Munz



Guram Osadze



Henry Ramirez



Jack Stone



Klaus Henkel



Lindy Cohen



Nigel Tunney



Susan Grey



Wil Jacobs

SUPER SOLDIERS

SPECIALIST	TYPE	WEAPON	STEALTH	ENDURANCE	LEADERSHIP	RIFLE	BACKUP WEAPON	MISSION UNLOCKED
Nigel Tunney	Demolitions	3	3	3	3	SA80	M136	M02 Eager Smoke
Klaus Henkel	Demolitions	5	3	5	3	MP5	Demo Charge	M06 Witch Fire
Will Jacobs	Rifleman	3	2	2	4	OICW	Grenade Launcher	M01 Iron Dragon
Buzz Gordon	Rifleman	3	2	3	6	M16	M203	M04 Black Needle
Henry Ramirez	Rifleman	3	5	4	3	MP5-SD	M9SD	M05 Gold Mountain
Lindy Cohen	Rifleman	5	3	5	5	OICW	Grenade Launcher	M08 Zebra Straw
Susan Grey	Rifleman	6	4	5	5	MP5-SD	M9SD	M10 Fever Claw
Jack Stone	Sniper	5	5	2	1	L96A1	M9SD	M03 Stone Bell
Astra Galinsky	Sniper	5	4	4	6	SVD	Frag	M09 Blue Storm
Scott Ibrahim	Sniper	7	7	4	2	M82	Frag	M12 Ivory Horn
Guram Osadze	Support	6	4	5	2	RPK74	Frag	M07 Paper Angel
Dieter Munz	Support	7	6	5	3	MG3	Frag	M11 Dream Knife

